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CU AMIGA • APRIL 1995

## Cover Feature

### Gorgeous Animation

22

Discover new tricks to make stunning animations with your Amiga!

**W**e spill the beans on a world of exciting animation techniques. With the help of this month's brilliant MovieSetter cover disk and other art common programs, we show you how to create stop frame animations, science fiction mini movies, techno visual effects, professional logos and impressive combinations of live video and cartoon action! Turn to page 22. Now!



## PD special p77

There's loads of good public domain software around, so we've devoted nine pages to this seemingly bottomless source of virtually free fun. We've got charts covering all major areas including demos, games, applications, utilities, graphics, sound and education, plus reviews of the best of the latest disk!

## Get serious

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- **A500 Upgrades** 98  
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MovieSetter, the full working version of this brilliant animation package, including extra clip art, full manual and a new module for Directory Opus.

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FIFA Soccer comes to your Amiga! Test it out for yourself in this playable demo of the action packed 3D arcade footy simulation.

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## Editorial

## What have I got

to smile about in such a smug manner? You might well ask. The answer is that I've seen the future. Not that I'm going to win the lottery or anything, nor do I have any inside betting information on who is going to take over Commodore. No, I've seen what the games and productivity software that is being produced for the Amiga over the next six months is like, and it's good news. Check out our preview pages for titles like *Beliefs*, *Team 17's Space Legacy* and *Leaping Lap*. Check out our news pages for a first report on a superb new spreadsheet from Softwood and a ProGrep update from Herpavods. With these and other new products

such as the imminent release of a new version of *Elite Basic* from Acid, *DPoint 5* (at last) from EA and coin-op conversions like *Super Streetfighter II* and *Primal Rage* on their way it looks like being another good year. I hope you like the second in our frequent series of full manuals, cover mounted for your convenience. We cannot do this sort of thing all the time, but the reader response to both the *X-CAD* guide and the *ComixEditor* manual was so good we just had to repeat the offer. While other magazines are padded out with pages after pages of 'Special Offers', designed to help you part with more money, we like to give you a pat on the back now and again, give you something more than the rest of the pack. And speaking of the rest of the pack, I saw an international Amiga magazine recently with a completely disproportionate amount of PC and non-Amiga product reviews and advertisements gracing its pages. That's one sure way to kill a market guys. Kick it while it's down, that's the spirit.

## News

*Grandia* is released at last, there's a new spreadsheet from Softwood, a six speed CD-ROM drive is announced, Amiga get the *Conan* license and *Black Legend* set up a help line.

Sensible World Of Soccer  
Fancy League Competition

Fancy yourself as a world class manager? Fancy a trip to a European football game of your choice?

## Subscriptions

Subscribe now, save money and get a free gift!

## Directory Opus

Andy Leaning continues his monthly tutorial on the fabulous Feb. '95 coverdisk.

## Modeler 3D

More Leaning help for potential 3D geniuses.

## ProCalc

Find out more about the best spreadsheet available.

## Photogenics

Peter Lee starts off the newest tutorial in the magazine, showing you how to get the most from Alvechiba's stunning 24-bit paint and animation packages.

## Buyers guide

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## Questions And Answers

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1. Send your letters etc to the right department and please do not send a stamped self-addressed envelope

2. Please remember that we have to write and produce your favourite magazine every month, so try to keep your correspondence short and to the point. Although we do love to, we simply cannot reply personally to the hundreds of letters, letters, and letters we get. Answers have to be through the pages of the magazine only

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If you wish to advertise, or have a problem with a company advertising in CU AMIGA, our advertising team can help. Contact: Chris Peters on 071-713 8238, or write to them at CU AMIGA Advertising, Dorset House 8, Bedford Way, London EC1R 4JG.

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We guarantee that all new PO programs every week. And we're still hungry for more. If you've written a PO program that you're proud of and want to be in the PO ZONE, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 4JG.

COMPETITION

CU AMIGA runs regular competitions almost every issue. To enter one of these simply put your name and a address on the back of the program, along with the answers and send them to us at the usual address. Competition entries are only accepted by post. One entry per person please and the editor's decision is final. Winners will be notified by post. Other rules may be printed from time to time.

SUBSCRIPTIONS AND BACK ISSUES

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COMING

You can contact Andy Leaning, via the Internet/Email CUAMIGA@compukit.co.uk Please keep email brief and to the point.

Special thanks to: Canon UK for the excellent commander equipment used in the feature.

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# DELUXE PAINT® V

THE DIRECTOR'S CUT

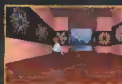
When you're creating a new version of an acknowledged classic, how do you go about improving it? By including and improving every feature possible, that's how. DeluxePaint® V has 30 new features and enhancements over DeluxePaint IV and IV AGA. In fact, there are more features and flexibility here than in any other Amiga paint and animation program.

DeluxePaint V gives Amiga 1200 and Amiga 4000 owners access to over 262,000 apparent colours (using 24-bit modes) in multiple screen resolutions. An Amiga 4000 can now create, store and save true colour 24BIT RGB pictures and animations in any screen mode. That means more realistic and a better definition for all your graphics and animations.

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DELUXE PAINT V - ONE SEQUEL THAT WAS WELL WORTH THE WAIT



For more information about DeluxePaint V, please call 01753 540 465, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU.

• DeluxePaint is a registered trademark of Electronic Arts. • DeluxePaint V by Lee Dear and Gailen Hodgson ©1985, 1994 Electronic Arts. • Supports Amiga 500, 8000, 3000, 1300, 4000 (AGA revision for 24bit color and 16MB support) • RAM Requirements: 2MB - 4MB highly recommended for 24bit True Color RGB support. Africa support • System Requirements: Amiga DOS 2.04 or greater

APPEARING ON AN AMIGA NEAR YOU FROM MARCH 1995







# DISK 104

## MovieSetter



### Create stunning animations with this month's fantastic cover disk: MovieSetter.

You'd have to be very silly not to notice that this month's cover of CU Amiga Magazine is carrying something a little special. Not just the amazing MovieSetter from GoldDisk but also a complete 100 page manual. With this feature packed program you can create animations and mini-movies using your Amiga, and add a whole new dimension to home videos. Amongst the many features included are:

- Frame accurate editing
- Backgrounds can be 'wiped' onto the screen
- Add, move, or delete characters with a mouse click
- Scroll backgrounds horizontally and vertically
- Playback of digitised stereo sound
- Freely distributable MoviePlayer included

Follow the easy tutorials in the manual and our in depth animation feature (on page 22), and in no time at all you'll be using MovieSetter to create animation wonders that Hollywood's best would be envious of.



▲ With a little imagination, your Amiga and this month's exclusive cover disk you could create stunning animations



▲ Load the demo and click on the Play button to watch it.

So how do you use *MovieSetter*? Well it's dead easy. Firstly follow the cover disk loading instructions on page 16. You should now have two disks ready - the main program disk and a clip art disk.

Insert the program disk into the drive and turn on the Amiga. Now double click on the icon for the *MovieSetter* program disk and then on the

icon for the *MovieSetter* program. It will now load.

Move the mouse to the drop down menu called Production and click on the third option down, Load. A requester will pop up asking if you are sure you want to do this, in case you had a previous movie open which would be erased if you simply loaded another movie. Click on OK. After a short period a requester will appear allowing you to select a movie or a production as it is referred to in *MovieSetter* jingo. Double click on the Productions drawer and then click on the file Demo. After a few minutes you'll be prompted to insert the second disk - several other disk swaps will be needed, so follow the on screen prompts.

As the demo file loads a window will appear showing you the parts of the production being loaded.

In a few minutes you'll see a background with a requester appear. The requester has arrows pointing to the left and right and a series of numbers underneath it. In the manual this is referred to as the Player Control Window.

To see the movie click on the play forward button: this is the fifth icon from the left on the Player Control Window. The movie will now play until the end or you can stop it any time by pressing the mouse button.

In our free manual you'll find details on how to change this movie, add extra frames, deleting and moving the character around and much, much more. *MovieSetter* is a tremendously powerful program, and is widely recognised as being the best animation creator available for the Amiga.

## But there's more

You aren't just limited to creating Amiga-only pictures with *MovieSetter*. Following our animation feature this month you can hook up your Amiga to videos and camcorders with a genlock, and create high quality films. These can then be combined with *MovieSetter* to produce fantastic introduction sequences and special effects that'll make you the envy of video producers everywhere.

## More Clip art

If you've got a CD-ROM drive for your Amiga and are looking for more clip art to use with *MovieSetter* check out this months subscription offers. One of the many free gifts you can choose is a CD disc overflowing with clip art - worth £19.99. Go on, you know you want to!

## Win a Camcorder!

If you're feeling lucky why not turn to the news pages in this issue and enter our massive competition to win a free camcorder. With this and a genlock you'll be well on your way to creating great movies.

## Extra, Extra!

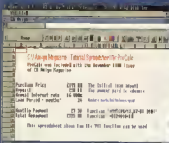
As if having a 100 page manual, *MovieSetter*, a disk of clip art for *MovieSetter* and an exclusive demo of FIFA International Soccer wasn't enough we've gone even further. Also on disk 104 you'll find two drawings, one labelled *Directory Opus* Configuration and one labelled *ProCalc* Sample File.

## Directory Opus

The first of these contains a new configuration file for *Directory Opus*. To use this simply load *Directory Opus* as normal from our February cover disk. Put the disk into the drive. Enter the *Directory Opus* Configuration screen and load the new configuration file using the Opus menu option. This shows how kudos can be altered to suit your tastes.

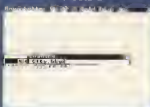
## ProCalc

Readers following our *ProCalc* tutorial (page 119) can save their spreadsheets work and load the spreadsheet used in the tutorial file from the cover disk. Simply load *ProCalc* as



normal (supplied with the November '86 issue of CU Amiga Magazine) and select the Opus option and highlight the file in the *ProCalc* drawer of the cover disk. Now turn to the tutorial for an explanation of what's going on.

## Quick Start



We know you're just itching to try out *MovieSetter*, so here for experienced users is a quick start guide. If you're unfamiliar with the Amiga simply follow the tutorial on this page or in the manual supplied.

1. Load *MovieSetter* from the disk.
2. Load the Demo file from the Productions drawer on the *MovieSetter* program disk. You'll be prompted to insert the second disk so have it ready.
3. A requester will appear, as seen above, showing which parts of the movie are currently being loaded.
3. Once the complete movie is loaded you can try out *MovieSetter* and watch this quick demo.
4. Click on the play button in the Player Control Window - it's the fifth icon on the floating toolbar.

You'll now see the demo playing. *MovieSetter* provides an immense range of functions to allow you to manipulate and change movies and animations. For a comprehensive guide to these follow the 100 page manual supplied free with this issue.

# FIFA International Soccer

## By Electronic Arts

Yee, it's finally here, the demo you've all been waiting for and we've got it - FIFA International Soccer. Get etuck in.

**T**he Amiga is best known and loved for the two footy games that are the twin towers of the top-down view genre; *Kick Off 2* and *Sensible Soccer*. And rightly so, most of the side-view or isometric games for the machine are either awful or merely mediocre. Even the mighty *Kick Off* has come a cropper after being re-invented in this way. Then FIFA came along and proved that it could do more. We gave it 88% back in the December issue and we've been waiting, gasping even, to give you this demo ever since. And now it has arrived.

Check out that speed (it's faster than the Megadrive). Check out these animations. Marvel at the post goal scoring celebrations. The demo is for one player only and you'll need to use both joystick and keyboard. To load the game simply insert the disk into DFO: and re-start your Amiga. The EA Sports opening screen will come up and then, once you press fire, you will immediately go into a 2 minute game, USA versus England, with you playing the boys in White. Simply choose which side of the coin you want and if you win, which half of the pitch. The big difference between this demo and the full game, two minutes of play apart, is that you cannot access the statistics and tactics screens, the action replays or change the team. If we had given you these we would have given away the whole game!

Playing from top to bottom might look a little awkward at first because of the isometric view but it soon becomes very easy, and in fact is almost the better of the two positions. See boxout entitled Control for playing instructions.

Although the title screen of the demo claims that full instructions are on the read-me file (which you will see if you load workbench and then insert the disk and click on it) this file actually contains Electronic Arts' copyright instructions and not game instructions. Just in case you thought you were missing a little something.



All Amigas with 1Mb RAM

## Controls

*FIFA International Soccer* supports one or two button joysticks, a CD32 controller (red and blue buttons) or Megadrive multi-button controller. On one button joysticks C corresponds to fire, so you need to use Z and X on the keyboard. On two button joysticks or controllers, the second button (blue on the CD32 controller) replaces Z.

### GENERAL CONTROLS

Kick off **Z, X or C**.

Penalties **B** to change players, **Z** or **C** to fire.

### OUTFIELD PLAYER WITH BALL

Shot at goal **C** up close or **X** further out.

Medium long directional pass **C** or **X**

Chip **Z**

### OUTFIELD PLAYER WITHOUT BALL

Sliding tackle, header, bicycle kick or barge **Z**

Change control to player nearest the ball **X**

Tackle **X**

Shoulder charge **C**

### GOALKEEPER

Throw ball to nearest player **Z**

Toggle direction box on/off **X**

Kick ball towards direction box **C**



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Video Dac 18-bit plugs externally into the RGB connector with three post capabilities, allowing the use of digitizers such as VCR, or a genlock recording with your VCR any image you created in 262,144 colours.

Video Dac 18-bit is able to split the screen and display images/animations in different resolutions or colours at the same time.

Medium Res:	320 x 256 PAL
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All resolutions display 362,144 colours

The free bundled software saves your images in the following formats: IFF, IFF24, RGB and Anam, plus a series of dithering modes to enhance the overall quality of the images.

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# Valhalla-Before the War

## Disk 103 Solution



**Last month we cover mounted a demo from the last level of Before The War, the follow up to 'The first ever Amiga talking adventure'. We promised you a solution too. Try this ...**



**Y**ou will start the game in a room with a light bulb, a book and a chest. For the purposes of this demo you will not need the book so don't worry about picking it up.

Start off by picking up the light bulb then walk into the next room. Look at the fat monk who's sitting in between the two chests. Infinity will say 'It's a Holy Monk' and the monk will reply 'The Lord be with you'. Operate the floor tile on the left with the hole in it. Underneath you will find a laurel wreath. Pick up the laurel wreath and walk further to the left where you will find another torn tile just in front of a lamp. Operate this and take the apple that was underneath it.

Now continue left down the upper corridor (the lower one is guarded by a knight who will not let you pass). Operate the lever in the wall on Infinity's right hand side and go through the door. Up a short passageway you will find a third floor tile that's hidden beneath a book. Pick up the book, operate the floor tile and pick up the vanish spell that's hidden underneath it. Take this and return to the lamp, almost right beside the knight. Try inserting the light bulb into the lamp.

Each time you put the light bulb

in the lamp it lights up, the knight then travels over to the lamp and removes the bulb before returning to his original position. You will not be able to sneak past him so the only way to get by is to use the vanish spell. Put the vanish spell on the floor between the knight and the lamp before putting the light bulb in the lamp. When he shuffles over or to remove the bulb he has to stand on the spell and vanishes.

After this happens go down the passage the knight was guarding and pick up the piece of paper that says 'And also with you'. Go and stand opposite the monk and look at your piece of paper. This will cause Infinity to read it, and these prove to be the magic words. The monk opens the chests allowing you to take a bottle of stamina potion and a flower.

Now travel back to the place where you found the vanish spell. You will see a river on the left hand side. If you have already tried to negotiate this you will have died. Begin to walk down this river, but just before your stamina runs out (the bar on the right hand side of the screen) top up your stamina by selecting it from the inventory menu and drinking it. At the end of the river you'll find the 'Tomb of the King's Knight Caesar Petal'. Put your laurel wreath and flower in

here and take the bottle of stamina that appears in their place. Pick up the key that's beside the tomb and go back along the river using your new stamina bottle in the same manner as before.

Go back to the monk's chamber. At the opposite end of this you will find a locked door. Insert the key and operate the lever. Enter the next room where you will notice a courtier who has got hiccups. Ignore him and turn right into the next room where you will find a panel. Go down the corridor opposite the panel and operate the first floor tile. Take the rosary beads you find underneath and return to the monk's chamber. Drop the rosary beads into the fountain of confession and take the prayer book which appears there.

Go left again, past the corridor where you found the book and the vanish spell. You will pass a courtier who has a hoarse throat. Ignore him. In the next room you'll find another tomb. Drop the book and the apple on the 'Tomb of the King's Knight Eve Holywoods'. Take the stick that appears and return to the place where you found the rosary beads. Travel down the passageway until you find a hole in the wall, insert the stick, pull the lever and open the door. Hey presto! That's the end of the demo. ■



**1.** This knight's tomb will allow you to make up a stamina potion, provided you've collected the right ingredients. Don't forget the key.



**2.** This dark knight will guard the stick which is the key to finally unlocking this door.

**3.** Underneath the book stands the corpse of the missing prince. That dark knight at the bottom of the screen shot looks quite a bit more to tell for it.

**4.** The monk will reveal a flower and the lovely stamina potion.

The room you start off in. This is where you pick up the bulb.



# PIZZA



# TYCOON



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# cover disks

## How to load...



### Make a backup!

Before doing anything else, make a back-up copy of the cover disks! This will save you much heartache if you accidentally erase or damage your disks. If you are unsure about doing this follow our guide below.

Making a back-up is easy. Take a spare blank disk and use either *Directory Opus* from our February issue or use the Diskcopy function from the Workbench.

### Directory Opus

Click on the Diskcopy option from the Function menu. Requesters will appear prompting you for the source (cover disk) and destination (your blank disk) disks. Insert them as requested. It will copy it for you.

### From the Shell

Boot with your Workbench disk and load the Shell program. This can be found in the System drawer - double click on it. Now type in the following line:

**diskcopy from d10: to d10:**

Then press return. You'll then be prompted for the source disk. Insert disk 104 or 105. After a short time you'll be asked to insert your blank disk. On some Amigas you'll need to swap disks a few times.

Once finished type in:

**endall**

Press return. This will close the Shell window, and your copy will be ready. So you now have our permission to enjoy it.

### IF YOUR DISK WON'T LOAD

We go to great trouble to ensure that the CU Amiga Magazine coverdisks will work on common Amiga models. However, if you do experience problems, follow this simple guide:

1. Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trodder expansions can also cause problems.
2. Follow the instructions on this and previous pages exactly.
3. If you still experience problems loading the disk call the Diskpress helpline on 0451 610 766 between the hours of 10am and 5pm Monday to Friday.
4. If they advise that the disk is faulty, fill in your details in the form below, and send this form, along with the faulty cover disk and a 20p stamped self-addressed envelope to: CU Amiga Magazine Disk Returns, Diskpress, Unit 7, Willow Court, Bourn Industrial Park, Bourn-on-the-Water, Gloucestershire GL54 2HQ.

NAME

ADDRESS

TYPE OF AMIGA OWNED

DISK NUMBER

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK

### WRITE PROTECT YOUR COVER DISK

**H**ere's a question: how can the *MovieSetter* program disk, clip art disk and *FIFA Soccer* all fit onto two floppy disks? Well, using state-of-the-art compression technology, a little bit of magic, and the very best spot welding equipment we've messaged it.

And, because we love you dear reader, we've also made it wonderfully simple to decompress the programs and data on the disks.

### LOADING MOVIESSETTER

Before doing anything else make a back-up copy of disk 104 - see the panel titled 'Make a back-up'. Now make sure you've got two blank disks handy. You don't need to format them, as the decompression software will do this automatically. Now follow these simple instructions.

1. Insert disk 104 in your Amiga and switch it on.
2. Double click on the CU AMIGA disk icon.
3. Double click on the *MovieSetter* icon in the dish window.
4. After a short time your Amiga will ask you to insert a disk in DF0: - the internal disk drive. Replace the cover disk with your first blank disk. This disk must be write-enabled (the notch in the top right hand corner is closed).
5. Press the Return key.
6. Replace the cover disk when asked to do so.

### MOVIESSETTER CLIP ART DISK

To decompress your *MovieSetter* clip art disk, follow the instructions above, but at stage 3 click on the clip art icon instead of the *MovieSetter* icon. When asked to insert a spare disk use your second blank disk.

Now refer to the manual on the front cover of this magazine for loading instructions. Our animation feature starting on page 22 also shows you how to get more out of this powerful, fun-filled program.

### LOADING FIFA SOCCER

If you fancy a spot of football you can either put on your football boots and wander down the local park or use our cover disk. Using our cover disk is simpler and a lot less tiring. To play the game simply insert cover disk 105 into the internal drive of your Amiga and turn it on. The game will then load. See page 12 for playing instructions.





# NICE ONE SQUIRREL!

**Amiga Format 93% CU Amiga 94%**  
**Amiga Shopper 95% JAM** "The best piece of

As you can see, the Amiga press has gone nuts over our new Squirrel SCSI interface for the A600/A1200. In case you've missed these reviews, the Squirrel SCSI is a plug-and-play add-on that allows you to connect up to 7 SCSI peripherals to your Amiga. Just think of it, CD-ROM, Hard drive, Scanner, DAT Optical, SyQuest, Tape Streamer - all on the line at the same time! No wonder we named it after that famous storage-hungry animal! To go with Squirrel, here are some great value devices

## SCSI CD-ROM Drives



SuperDouble - Int £129, ext £189  
 SuperTriple - Int £189, ext £249

Not all CD-ROM drives are the same. Our SuperDouble and SuperTriple drives are fast, modern devices supporting all the SCSI features that you'll need, based on quality units from the worlds leading manufacturers of CD-ROM. Sony & Toshiba. Both drives are housed in extremely stylish enclosures with all SCSI connectors and offer fast access times, stereo headphone sockets with volume control, phono line output, PhotoCD™ multi-session support, CD32 emulation, CD-DA compatibility with the convenience of tray-loaded action. The SuperDouble™ CD-ROM drive offers 360KB/sec transfer while the SuperTriple™ retains 510KB/sec both far faster than any competitive drive for the Amiga.

### 90% Amiga Format

These are the drives we use for developing and testing the Squirrel hardware and software - need we say more?

## SyQuest Drives



88Mb - Int £249, ext £329  
 270Mb - Int £419, ext £479

Introducing removable SCSI drives for your Amiga. Based on reliable proven SyQuest™ mechanisms, these 88Mb and 270Mb units offer transportable, compact, high performance and, above all, expandable storage for all your computing needs. SyQuest is the world leader in this technology across computer platforms which means that you can transfer work between Amiga, Macintosh™ and PC, with ease. We recommend the CrossDOS and CrossMac software packages to simplify portability - call for pricing. Our drive prices include 1 free cartridge

## SCSI Hard Drives



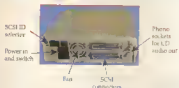
270Mb £189, 540Mb £239  
 730Mb £279, 1Gb £479  
 Add £80 for external units

Hard drives are becoming more and more affordable and we can now offer some tremendous prices on a range of superb quality, Quantum drives in a range of capacities

These drives offer fast seek times (14ms @ 270Mb, 11ms @ 540/730Mb, 9ms @ 1Gb), large caches and high speed data transfer rates (1.5Mb/sec with Squirrel). All units can be supplied for you to fit in your own case or pre-installed in one of our professional Squirrel Storage Cases. The Squirrel does not auto-boot external hard disks but you can do this from floppy or from internal IDE hard disk

We can supply all leads, connectors etc. Please feel free to discuss your exact requirements with our friendly, technical staff

## Squirrel Storage Systems



All our Squirrel Storage Systems come either bare (Int - ready for installation internally within a suitably-equipped Amiga or other computer) or fully-cased (Int) with integral power supply SCSI mount, SCSI ID selector and audio out (for CD-ROM). The cases we supply are high quality, shrinked, snap-together enclosures, each with 40W power supply - the back panelled the 5 1/4" case is shown above. These SCSI enclosures are available at £49.95 each (please specify 3.5" or 5 1/4" when ordering)

The new Squirrel SCSI Interface is shown on the right. This unit simply plugs into the PCMCIA slot, comes complete with all the software you need together with a cable which terminates in a 50-way Amperol plug to attach to your first SCSI device



the Squirrel SCSI interface

## Twist 2

Twist 2 is the new, friendly, relational database for all Amiga. Twist's range of power features such as its integrated forms designer, its varied & multi-level querying, its N11N & N1M relations coupled with its un-cluttered well-designed user interface make it ideal for both the first-time and the seasoned database user

Twist 2 is the only database you will ever need a product that expands to meet your requirements as they grow. So, before you buy another database, why not take a look at the Twist demo disk?



## GAMESMITH

Professional game development is made easy with the new Gamesmith Development System. Over 3 years in the making, GDS gives you the low level power to create the masterpiece of your dreams in a single easy-to-use, comprehensive environment using C or assembler. Comes complete with junior versions of Dice C and Devpac 3. 90% AUI 92% CU Amiga

## Termite

Afraid of becoming a hedgehog on the Information Super Highway? Don't worry, Termite is so easy to use that even a first time user will feel at home. Not a hint of the power and flexibility to satisfy the most seasoned modern warrior. Termite is packed with features and comes with its superb Button Bar already set-up for instant access to CXX and many BBCs. 88% Amiga Computing 95% AUI 88% CU Amiga

## Ordering Information

All HiSoft products (see the complete list below) should be available through your favourite Amiga dealer. If you have difficulty in obtaining any title you can order directly from HiSoft - just call us free on 0800 223600 armed with your credit or debit card, we will normally despatch within 4 working days, or, for an extra £6, by guaranteed next day delivery (for goods in stock). Alternatively you can send us a cheque or postal order. All prices include VAT. Export orders - call or fax to confirm pricing and postage costs. © 1995 HiSoft. E&OE

HiSoft products for your Amiga: Squirrel SCSI interface - £69.95, Squirrel Storage Systems - as above, Amiga 1216/65 sampler - £99.95, Megalocloud 8 bit sampler - £34.95, Formal interface - £24.95, HiSoft CD32 314 - £79.95, HiSoft BASIC 2 - £79.95, HighSpeed Pascal - £39.95, Gamesmith - £99.95, Termite - £39.95, Twist 2 database - £99.95, Mixon Mega - £29.95, Upper Disk Tools - £14.95, Vastalite vno MakeParty/Transform - £39.95 and much more. Coming soon: DiskMega (disk tools) and CinemaID.

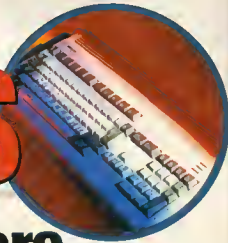
## HiSoft SYSTEMS

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# News

## DPaint 5 Is Here



▲ After a long wait DPaint 5 is on its way to a ship near you

**A**fter much delay Electronic Arts are finally shipping *DPaint 5*. The latest version of their best selling Amiga graphics package will be available by the time you read this. EA picked CU Amiga Magazine to exclusively preview the new version last October including a cover disk and since then dealers and end users alike have been clamouring for it.

Amongst the many new features are full internal 24-bit image handling, natural media painting tools, texture backgrounds, improved animation support, full AReX support and macros.

Until the summer of 1994 *DPaint* was bundled with every Amiga, becoming the most used graphics package on all ver-

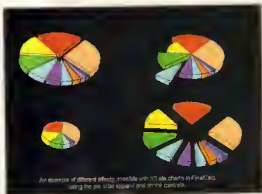
sions of the machine. The last version released *DPaint IV* AGA came out over a year ago in the Winter of 1993. Since then several more powerful rivals have appeared with *Brilliance* and more recently *Photogenics* costing less and offering more features.

Next month CU Amiga Magazine will bring you a definitive head-to-head round up of Amiga paint packages, including *DPaint 5* if you want to try it out in advance why not check out our preview version on the cover disk of the October '94 issue of CU Amiga Magazine (call our back issues department on 0858 468888). *DPaint 5* costs £89.99 and is available from Amiga dealers or Electronic Arts on 01753 546 485.

## New Spreadsheet

**S**oftWood, developers of the Amiga's best word processor - *FinalWriter*, are to release a spreadsheet. Called *FinalCalc* it should be available in early May. From what we've seen *FinalCalc* looks like being a pretty powerful program, and certainly has all the features needed to be a market leading product. Although final pricing and features weren't set at the time of going to press, it is known that it will offer several new innovations. These include multi layer spreadsheets, animated graphs and the ability to scale a document to fit on a printed page.

CU Amiga Magazine hopes to have a review of *FinalCalc* next month. SoftWood are on 01773 521606.



An example of different effects available with 100 data charts in FinalCalc using the pie, slice expand and zoom controls.

## Six Speed Drive

A CD manufacturer has developed what is claimed to be the world's fastest CD drive. The Plextor 6PLEX is a six speed drive, current CD drives are mainly double speed while quad speed mechanisms are still relatively uncommon.

The 6PLEX drive has data transfer rates of just over 900Kb/second compared to 300Kb/second for double speed drives such as the new Power CD. The drive should be available in early April with prices of about £400.



# Doom Clone!

**T**A French teenager has created what looks like being the first proper Doom-style game for the Amiga. Titled *Fears*, the game offers full screen texture mapped, first person perspective graphics.

The object of the game is pretty similar to the original best selling PC Doom game. You explore an dungeon collecting keys and other objects to allow you to move on to other floors. Also living in the dungeon are a collection of monsters which you have to (surprise, surprise) dispatch with an assortment of weapons, including shot guns, bazookas, and a chain gun.

We've seen early versions of the game and it's certainly the best looking Doom clone yet with full screen graphics featuring texture mapping and fluid movement in place. Guns and monsters are also present, although these were still being worked on when we saw it.

There are other Doom clones planned for release. Of these *Alien Breed 3D* from Team 17 looks the most promising. *Fears* is set for an April release and we hope to have a full preview of it next month.



## ProGrab Gets Thinner

**G**ordon Harwood Computers have released a PCMCIA interface for the ProGrab 2ART colour video digitizer and upgraded the software. The new software is available to existing ProGrab users (available as an upgrade for £3.95) and provides a virtual memory capability on Amigas with hard drives. This will allow Amigas to grab images at the sort of resolutions which would previously have required lots of RAM.

The PCMCIA interface, which comes with the Version 2 software, provides faster performance - reportedly up to five times greater, the ability to sample sound (via a parallel port sampler), improved animation support, shows full-text pages on Amiga screens and saves teletext data in ASCII. It costs £29.95, in addition to the normal ProGrab hardware which costs £129.99.

Gordon Harwood are on 01773 836781.

## Barbaric Activity

Fresh from their *Turbo Trix* programming adventures Arcane Developments are devoting their time to developing a Conan game based on the *Hiburn Chronicles* series of books. It will have no association with the Arnold Schwarzenegger movies however. *Conan The Conqueror* will be set in the dungeons of a castle called Belvaure and the player will have to guide him through the catacombs of said dungeon to escape. The gameplay will be along the lines of *Darkmere* but, according to Arcane's Steve Iles, the graphics will be something special. Coding is currently being carried out by a relatively new Finnish company, Monoceros, and the game design and overall graphics are being monitored by Arcane. Due out in May more next month.



## Help Is At Hand

Got a problem with your Amiga? Want to know how to convert something to PC? Don't know where to turn? Well, help is now only a phone call away. Black Legend have set up a dedicated support board for anyone who has an Amiga-related technical query. Also, any would-be games programmers can now send in their games and receive some helpful advice and criticism from the experts. All you have to do is get on the blower and call 0392 493 816 or you can contact their Sysop, Kevin Gearing, on the same number via the internet. Couldn't be easier. ■

## Pirate Jailed!

FAST, the Federation Against Software Theft, carried out a search of the premises of a Lincoln software pirate and recovered pirated software worth approximately £330,000. The pirate, Timothy Paul Stothard, pleaded guilty to the sale and possession of pirated software and was jailed for six months, his equipment was also confiscated. ■

## PM On NET

10 Downing Street, official residence of the Prime Minister will soon be available on the Internet. Trials are already running to test the possibility of Email and world-wide-web pages linking 10 Down Street to voters. Distribution of policy documents is also being looked at. ■

## Calling All Technical Writers

If you have a degree in English, and have a detailed knowledge of the Amiga then we want to hear from you. CU Amiga Magazine is looking for new freelance technical writers. You must be able to write clearly and entertainingly, love the Amiga and ideally have a specialist knowledge of at least one type of Amiga application: graphics, sound, comms programming etc. Owning a modem would also be preferable.

In return we can offer you competitive freelance rates and access to the very latest Amiga software and hardware.

If you're interested in writing for the UK's leading Amiga magazine send two reviews of serious software titles to the following address: Writer Submissions, Andy Leaning, CU Amiga Magazine, Priority Court, Farnborough Lane, London EC1R 3AU.

All submissions will be treated with confidentiality and successful correspondents will be notified by post.

# Kung Fu Fighting

Dust down your black belt and get ready for *Brutal*, the new martial arts beat 'em up from Gamatek. And before the 'oh no not another violent game on the Amiga' brigade go up in arms, *Brutal* doesn't feature any mindless violence. The leading characters are cute cartoon chaps such as Kung Fu Bunny. So instead of 'tip your spine out' death moves, you'll be knocking your opponent's head out of shape in Rodger Rabbit fashion. *Brutal* is being designed to support the PF Magic AT&T modem device so you will be able to hook up and start earning enough points to improve your belt grade and special move ability with people all over the country.



# Platinum Games

Empire are releasing three of the most popular games ever in one compilation: David Braben's *Frontier*, Sid Meier's *Civilization* and *Pygnosis*, massively successful *Lemmings*. Due out in March, but too late to hit our reviews section. Keep an eye out for this compilation. If you haven't already got some of these games (and we'll be surprised if you don't) then don't wait for the review - go out and buy it. It's a sure bet and a bargain compilation.

For more information contact Empire on 0181 343 7337.



## WIN A FABULOUS CANON CAMCORDER

Yes that's right, **CU Amiga Magazine** has joined forces with Canon, one of the UK's leading camcorder manufacturers, to bring you this oanny Canon compo.

And it's not just any Camcorder either, it's an 8mm Canon UC600. This beast provides an awesome array of features for its price. Amongst its impressive specifications are the ability to zoom up to 12 times, full transport control (fast forward, rewind etc), built-in character titling, video lighting and autofocus. And to top it all off there's stereo recording as well. In short it's a power packed camcorder!

But the Canon UC600 isn't just packed with technology; it's packed with microtechnology - the UC600 is one of the lightest and most compact camcorders we've seen, weighing just 800 grams. It's just perfect for sneaking into weddings, parties and family occasions. But it can also be used to create your own movies.

Add a ganlock and you can link it to your Amiga giving you the facility to edit, add titles, special effects and logos to your videos. Turn to page 22 for our top tip guide to video affects that are possible with your Amiga, a ganlock and a camcorder.

To stand any chance of winning you'll need to correctly answer the following three questions. To enter, write the answers, your name and address on the back of a postcard or a sealed envelope and send it to: **CUNNING CANON CAMCORDER COMPO, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

1. What type of Amiga peripheral is needed to link a camcorder to your Amiga?
2. How much does the UC600 weigh?
3. Does the UC600 record sound in mono or stereo?

#### Rules:

The editor's decision is final and no correspondence will be entered into. The winner will be notified by post, within 30 days of the closing date. Closing date 28th April 1995. Only one entry per person - others will be commercially burned. No employees of EMAP Images or Canon may enter.



**WORTH £900!**



# Gorgeous

## Stunning Amiga Animation Made Easy

Your Amiga is an animation workstation. Whether you've got a 1Mb A500 or a turbo speed A4000, the power to create amazing animations and films is right at your fingertips! With this month's **MovieSetter** cover disk, some well known software and your Amiga, you've got all you need to get started. It doesn't matter if you're no Walt Disney - there's so much more to animation than Mickey Mouse cartoons, and we're going to prove it! Over the next couple of pages, we're going to reveal how you can do all of this and more with your Amiga ...



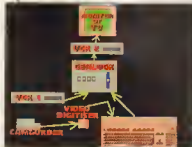
**STOP FRAME ANIMATION • 'ROGER RABBIT' STYLE LIVE ACTION WITH CARTOON ANIMATION • TRIP-O-MATIC PARTY VISUALS • MASSIVE ANIMATIONS FAR EXCEEDING RAM CAPACITY • PROFESSIONAL-LOOKING ANIMATED LOGOS • STYLISTED VIDEOS ON LOW-END AMIGAS**

# Animation!

## Getting set-up

**Y**ou've already got the most important part of your animation workstation: your Amiga. If you've got a home video recorder, then you've got the basics of a powerful system. Depending on what exactly it is you want to do with your animations, any or all of the following bits of kit will come in very handy. Not all of this gear is essential, though!

- video digitiser
- genlock
- camcorder
- chromakey
- video mixer
- hard drive
- RAM expansion
- additional VCR



The heart of the system is the Amiga. In this case, the Amiga is used to grab images and edit movies from the camcorder via the video bus. The genlock overlays the Amiga graphics onto the video pictures coming from VCR 1. The combined video is then sent through to VCR 2, which makes the master recording, and sends out the final picture to the TV or monitor.

## Recommended software

All of that hardware is no use without the right software. You've got a head start already with this month's *AmigaSource* cover disk. In addition, you'll also find that some combined paint and animation software is essential. *Duluxe Paint* has traditionally been a favourite for this, although it's now challenged by *Brilliance* and *Personal Paint*. Both *Brilliance* and *Personal Paint* have the advantage of supporting animations with multiple palettes in different colours for each frame, unlike the current release of *Duluxe Paint*. However, *Duluxe Paint 5* is due for release any day now, which will support multiple palettes animations.

Multiple palette animation support is not vital if you're creating your own animations from scratch, using computer-drawn or hand-drawn cells. But if you

want to incorporate digitised animations in your work, it's essential, for the simple reason that digitised animations are nearly always saved out with multiple palettes.

**Duluxe Paint 4 AGA** is the most widely used graphics and animation program on the Amiga, partly because of its combination of power and ease of use and partly because it's been around longer than the others.

Among its strongest points is its ability to handle any screen mode from low resolution in 2 colours, up to super-high resolution in AGA machines and HAM-6 (4096 colours) on other Amigas.

Animations are fairly simple to create, thanks to basic tweening and morphing features.

On the other hand, in many respects it's the slowest of the three options here.



**Brilliance 2** is very adept at remapping brush palettes so it's very handy at combining parts of different palettes.

**Brilliance 2** scores for its superior speed, whilst retaining almost all of the features of *Duluxe Paint 4 AGA*, along with the same 'hot keys'. This is very handy for anyone who's used to using *Duluxe Paint*, and doesn't want to learn a new set of keyboard shortcuts. It handles the

re-mapping of brush palettes very well, so combining parts of different images or animations is rarely a problem.

**Personal Paint 6.1** doesn't attempt to do everything that *Duluxe Paint* and *Brilliance* do. Instead, it hits a few of its own tricks up its sleeve, such as image processing, very useful facilities for converting

animations to different screen modes, and automatic loading of JPEG compressed files. There's also a guided storyboard option for when you're working on animations. However, *Personal Paint 6.1* doesn't work in any more than 256 colours.



# Roger Rabbit on Your Amiga



**W**ho Framed Roger Rabbit was one of the most remarkable animation films ever made, seamlessly combining footage of live actors with hand drawn cartoon animation. Stacks of time, money and expertise was ploughed into the production to ensure that the viewer believed Roger Rabbit was really there with the actors, interacting with them and all of the surrounding objects. Well, you too can create your own Roger Rabbit-style film, with no more than this month's MovieSetter cover disk, your Amiga, a VCR, a genlock and a camcorder!

## How it's done

The theory behind it is actually very simple. The effect is made up of two basic components: the footage from the camcorder and the cartoon animation from the Amiga. The two parts are mixed together with a genlock.

A genlock combines computer graphics and video pictures in a special way. Unlike a normal video mixer, which merely fades from one video picture to another, a genlock is "intelligent", in that it can read the graphics signal from the Amiga, and separate the parts that are drawn in the "background" colour. This means that the genlock can then make these parts transparent, while the rest of the graphics are displayed at full strength. The signal from the camcorder (or any other video source) is seen through the transparent parts of the computer graphics. This gives the effect of the computer graphics appearing over the top of the video picture. As we want to overlay cartoon animation from the Amiga on top of pictures from a camcorder or VCR, a genlock is the perfect tool.

## Doing it for real

Before you set out shooting your video or creating your animation,

you should first make up a story board. A story board is something like a comic strip - a series of sketches depicting all the scenes and actions you want to include in the film. Without a story board, coordinating both the animation and the video footage would be a nightmare, and getting the two to match up would be almost impossible.

Start off with just a single scene that has very simple interaction between the actor and the cartoon character. This is actually quite a tall order for the actor, as it involves sharing a scene with a non-existent co-star. One of the simplest ways to get used to interacting with a cartoon character is to have a brief conversation with an imaginary friend. Avoid any contact between the actor and the cartoon character at this point (such as a handshake for example) which is quite advanced stuff. Get your actor to sit on a sofa and exchange a few comments with the imaginary friend. The camera operator can be the voice of the cartoon character. Use a fixed camera position for the whole shot, otherwise you'll have terrible trouble combining the computer animation without it looking obviously separate.

Now you've got the video footage of your actor taking into this air, you can start drawing the

cartoon part. There's little point in tackling the cartoon part first, as you need the video footage as a position and scale guide for the cartoon character. Connect your Amiga and your video tape to a genlock, and view them both through your TV or monitor. Load up your preferred paint and animation software, and play the video tape. Adjust your genlock so that you can see the video pictures and the controls of the animation software. You can now mark out guidelines by tracing over the video picture. For example, in the sole conversation scene, it would be a good idea to mark the levels of the seat and arm rest. You should also make a rough trace around the actor. Use the pause button on the video if necessary.

The next thing you should take note of is where the actor appears to be looking. This is a crucial detail, which can make or break the illusion. If the actor seems to be looking above, below, or through the cartoon character, the whole scene will be spoilt.

At last you can start to animate your cartoon overlay, helped by the guidelines you traced earlier. You'll need to refer back to the video tape quite often to make sure it's all fitting in properly. Most camcorders and VCRs won't allow you to

remain in pause mode indefinitely as it can damage the tape and the heads, so you'll have to trust the guidelines most of the time and make occasional checks by playing the tape through now and then.

## Synchronisation

Synchronising the animation to the video will be one of the biggest hurdles. If your character is a human, it could be tricky to time the animation so that its mouth moves in time with the conversation recorded on the video. One way around this is to use a character that looks less like a human, such as alien. An alien doesn't even need to have a mouth - you could make him talk out of a bugle on the side of his head if you wanted (although to keep the thread, the person supplying the alien voice would have to reflect this). Alter the frame rate of your animation to get the two parts running in time.

Once you've got the hang of that, you can go on to more complex movements. If you want your cartoon character to interact with real life objects (opening a door for example), then you'll need a second actor to stand in for the cartoon character. You can then draw the cartoon character over the top of the second actor.



▲ Creating Amiga-generated cartoon animation with live video in a single effect.



▲ The lady lady is animated with this month's cover disk MovieSetter, and then mixed with video footage.



▲ You don't even need to do any fancy set-ups on the genlock handles that automatically.



▲ Here's a go yourself - with a bit of work, you could be on your way to a job at Disney!

# Abstract Visuals

**A**bstract and experimental animation is one of the most exciting areas of computer film making. In the past, animators have been limited to using imagery from the real world, or that which could be created by traditional drawing and painting techniques. Computer and video technology has done away with all that. Now you can work with purely synthetic images, generated by the computer and enhanced with simple video mixing tricks.

Your Amiga is a visual synthesiser, capable of rendering amazing graphics and animations. Blend the rules, tweak the nose of convention, and what's more, have a go at some of the ideas on this page.

## The easy option

Make your own party video tapes by simply recording the best sections from your favourite PD demos onto a home VCR.

Many VCRs allow you to record a soundtrack onto the tape without affecting the visuals. This is called *over dubbing*, and if your VCR supports it, you can then add your choice of music to the video, by recording straight from a CD, tape, vinyl or your Amiga.

## Video feedback



**Audio feedback** is what you get when an electric guitarist holds the guitar up to the speaker. The whistling sound is created by the pickup on the guitar being vibrated by the sound waves coming from the speaker. These vibrations are sent from the pickup through the system to the speaker, and back out again, causing a loop.

Video feedback works in the same way. The loop is made when you point the video camera at the TV or monitor that's displaying the picture from the camera. This effect comes into its own when you add your Amiga and a genlock to the loop. Using a picture or animation with plenty of transparent background space, point the camera at the monitor, and adjust the zoom and position. Zoom right in, and you'll fill the background with a magnificent pattern of the cells that make up the monitor screen. Tilt the camera to one side, and you'll get a rolling, spiralling trail zaming from the main image.

If you get the position just right, you can create a wonderful fire effect, with parts of the image's edge appearing to melt away, floating smoothly off the screen. Unlike the static feed-

back you get by facing two mirrors towards each other, this technique is fully animated, and very hypnotic, which unfortunately doesn't come across very well in still pictures! For some good examples of video feedback, take a look at the *Global Chaos* example from Hex, which is available from HMV and other good record and video suppliers.

## Colour cycling

It's easy to make your own colour cycled animations. *DPaint* is the best tool for the job, especially if you want to do some kaleidoscope screens. These instructions refer to *DPaint* specifically.

There are basically two types of colour cycled animations. One way is to set up a palette that consists of all the same colour, except for one. Set up the colours as a 'range', and turn on colour cycling draw mode by pressing F7. Now you can paste down a series of frames from an anim brush in a sequence. When you press the TAB key, the colour will be cycled, giving the effect of movement. This has the advantage of using just one frame, and so requires very little memory.

The other method involves setting up a range of colours that fade into each other. Turn symmetry mode on, select dotted draw with a big brush, and doodle around. Now hit the Tab key and enjoy the multi-colour pulsations.



## 3D ray tracing

Your imagination and patience are the only limiting factors with this one. There's just so much you can do with 3D animation. Despite the recent hype surrounding *LightWave 3D*, it's not the only worthy 3D ray tracing package.

*Imagine* and *Real 3D* are both excellent systems. In fact, the lower-spec packages are more suitable for certain jobs, as they won't use as much memory, and can be quicker to use due to a reduced amount of options and features.

We've all seen the spiny, throbbing, shiny balls that are popular with many techno video artists, but there's so much more that can be done. Why limit yourself to producing something that's either a simulation of the real world, or completely abstract? Why not combine the two?

You could even make a 3D model that looks just like you, with your actual features mapped onto the face! Take a camcorder, and digitise your face. Now use this as a texture map which you can wrap onto the face of your 3D humanoid.



# Stop Frame Animation

**S**top frame animation is the technique used in films such as *The Wrong Trousers*, and the children's programmes *Trumpton*, *Chigley* and *Camberwick Green*. It's also how the monsters are animated in the old *Sinbad* films, and the classic 100 Million Years BC. Best of all, you can make your own stop frame animation sequences with your Amiga!

The idea behind stop frame animation is very simple. The impression of movement is created by taking a series of photographs, and moving the subjects in the scene very slightly between each shot. Each shot will only be visible for a split second, so you need to be prepared to spend plenty of time on your film. It's a slow process but the results can be very rewarding.

Traditionally a film camera would be used and advanced one frame at a time, but you can use a camcorder and a video digitiser. This approach has plenty of advantages. Every frame will be stored in memory (or preferably on a hard drive),

which means that you can edit them using your normal graphics software.

Animating human characters is tricky in any kind of animation. If you don't fail up to making your own human dolls, try using objects or characters with fewer moving parts. In our example here, we've recreated a scene from *Di Whi* using model deleks. These are nice and easy to animate as they stand up on their own (unlike an Action Man in mid-step), and just glide around the floor with no actual walking action to contend with. The arms of *Devos*, their leader, can be moved a little at a time, along with the delek's rotating heads and sink-plungers.

Painting your own backdrops is fine if you're handy with your water-colours, but don't worry if not. The backdrop we used was a roll of kitchen foil (did you guess?).

For the final showdown, our resident raygunner was added to the animation with a chromakey. A chromakey lets you replace all areas of a video picture that use a specified

colour. In this case, the hero was filmed against a blue backdrop (a large bed sheet actually). This was then fed into the chromakey, along with the animation running off the Amiga. The controls on the chromakey were set so that the blue part of the video footage was replaced by the Amiga animation. This has the effect of overlaying the character onto the delek scene. After a running through the sequence a few times to get an idea of the position, the lasers were added to the Amiga animation. Then the two parts were played back once again for the final effect.

## Storage

Animations are very memory-intensive. However, you don't need to be limited by RAM size. If you have a hard drive, you can save out each frame as it's created, and then play the animation back directly from the hard drive. Using the public domain utility *BigAnim*, enormous animations can be played from a hard drive on an Amiga with small RAM capacity.

## Stylisation

If you find yourself getting short of RAM, one solution is to reduce the amount of colours in your animations. A 256 colour anim will be far larger than one that uses 32 colours. Don't let this hold you back - use it to your advantage. If it's done right, an animation using very few colours can actually look pretty good. In fact, there are expensive video effects units that produce very similar results. Your audience will assume that you chose to effect the animation in this way.



▲ Scenes of the first six-to-five use models for their spectral effects.



▲ Terminator 2 used stop-frame animation with computer graphics.



▲ In our scene, we've used the foil for a cheap and easy backdrop.



▲ Each frame was individually altered and digitized with Pro Graph 24 bit.



▲ The frames are then played back on a rolling animation.



▲ Finally, live action was added with a chromakey.

# Logos and Branding

**I**f you want to get on in the animation business, you'll need to make a name for yourself. Logos are a key part of forming an identity that embeds itself in the heads of your audience.

Since the arrival of cable and satellite TV, there are more TV channels available than ever before. To remind you which channel you're watching, most programmes now include a small logo in the corner of the screen. You know when you're watching SKY Sports, because there's always that little logo in the corner. The breakfast TV companies have their own logos in the form of clocks, and the Saturday morning kids' show *Live and Kickin'* has a constant reminder, even throughout the cartoons and other sub-programmes.

These logos are very easy to create. The key to a good logo is clarity. It's going to be very small, no more than a couple of inches across, so make it bold and simple. If your production company has a name of more than two words,



decide which is the most important word in the name, and make that bigger than the rest.

For example, 'CU Amiga Magazine TV' is a bit long, and trying to give each word equal priority would lead to them all being too small to read. Instead, we decided that the keywords are Amiga and TV.

In a bid for world media domination, we also wanted to keep strong links with the magazine, so the CU Amiga Magazine 'mash-head' was used as a basis for continuity.

This idea can be extended to full screen animated logos. Classic examples of these are the MGM



▲ Bigger are good too: logos, as they lead the company to international world-beating success.

Loon, the BBC spinning globe, and the Channel 4 logo.

In this example the 2D logo has been bent around a picture of the world. This could be done with 3D rendering software, which would

allow the logo to spin around the globe. However, this example is just a single frame. The original logo was bent into shape with *DPaint*, and then pasted over the globe.

## Rounding it off

What the hell, why not finish your animation with one final logo? It's these parting shots that are often most effective in embedding your name into the viewer's mind. Rotating 3D lettering is all very impressive, and very simple to do in any 3D rendering package. If you want to stand out from the crowd, you might be better off going for something a bit more original.

There are no hard and fast rules that say what makes a good end piece. The Raygun Productions screen below gets the message across with a double hit: once with the title, and a second time with the ray gun itself. The image of the ray gun is likely to stay in the mind, and serve as a reminder of the name. Without this visual hook, the viewer might not even notice the screen, let alone remember it.

Still images are fine, but animations can be more effective. Our Imaginary production company Time Bomb Films uses a short sequence that helps you remember the name. Rather than using a realistic time bomb, with fiddly wires, explosives and a clock, a cartoon-style bomb has been used. In the few seconds of the short animation, a realistic-looking time bomb could be mistaken for a clock-radio, whereas everyone knows what a cartoon bomb looks like. The explosion is also a neat way of cutting into the next programme, or just fading to a black screen.



On time your production company branding by borrowing your own logo. Placed at the start and end of your films, this can engrain your name into the viewer's memory.

**Time Bomb  
Films**



**Time Bomb  
Films**



**Time Bomb  
Films**



**Time Bomb  
Films**



# Buyers Guide

## Hardware:

### Pro Grab 24 RT

Real time video digitiser. Pro Grab 24 RT is available in standard form, compatible with all Amigas running Workbench 2.0 or higher. Single frames or animations are grabbed from a composite video source (camcorder, VCR etc) in 24 bits for saving in any Amiga screen format, or 24 bit JPEG, IFF, Clipboard, Pro Grab or Anim5 format. An additional £29.95 buys an optional PCMCIA interface for increased grabbing rates on A800s and A1200s. Available from: Gordos Kerwood Computem, New Street, Alfreton, Derbyshire DE55 7BP. Tel: 01 773 836781. Prices: Pro Grab 24 RT: £129.95, Optional PCMCIA interface: £29.95, Optional SVHS connector: £4.95.

### Vidi 12/24/24 Pro RT

Range of real time RGB video digitisers. Vidi 12 RT works in 12 bit colour, Vidi 24 RT works in 24 bit colour, and Vidi 24 RT Pro offers higher resolution grabbing at 720 x 576 pixels. Picture quality tends to be superior to composite video grabbers. Available from: Rombo, 28 Young Square, Brucefield Industrial Park, Livingston,

Scotfend EH54 9EX. Tel: 0508 414031. Prices: Vidi 12 RT: £89, Vidi 24 RT: £149, Vidi 24 RT Pro: £249.

### Amitek Fusion Genlock

Simple but effective composite video genlock. Includes a fader, RGB Amiga input, RGB monitor output, composite video in and out and three operation modes (video, graphics and combined). Scales RT 100 titling software comes free. Available from: Silica, Silica House, Hetherly Road, Sidcup, Kent DA14 4DX. Tel: 061 309 1111. Price: £99.99.

### G-LOCK

Professional level genlock featuring composite video SVHS and RGB inputs and outputs. Real time colour effects and sound mixing and software-controlled operation. Available from: Silica, Silica House, Hetherly Road, Sidcup, Kent DA14 4DX. Tel: 061 309 1111. Price: £269.

### Rendale Super 9402 Genlock

SVHS genlock featuring two 'keyhole' modes that make different parts of the Amiga graphics transparent (note: this is not the same as a chromakey effect). A rotary fader allows fading to black or between

either source. SVHS input and output give good picture quality. Available from: Marcam Ltd, 82 Tenter Road, Moulton Park, Northampton NN3 8AX. Tel: 01604 790 466. Price: £299.

### MicroStudio 2000

Excitingly powerful all-in-one genlock, chromakey and effects processor. Includes four built-in wipe effects, chrome and luna keying, audio mixing and EQ. Watch for a full review, planned for the May 1995 issue of CU Amiga Magazine. Available from: CTV Multimedia, Litton House, 52-56 Buckingham Street, Aylesbury, HP20 2LL. Tel: 01296 330870. Price: £1,100.

## Software:

### Deluxe Paint 4 AGA

The latest version of the Amiga's favourite paint and animation software. Allows paint and animation in any screen format, although multi-palette emirs are not supported. This is rectified in Version 5, due for release any day now.

Available from: Electronic Arts, 90 Heron Drive, Laegley, Berks SL3 8XP. Tel: 0753 549442. Price: Deluxe Paint 4



▲ The Amiga Genlock software - an effective composite video genlock

AGA: £49.99, Deluxe Paint 5: £89.99.

### Brilliance 2.0

Direct rival to DPaint. Additional features include multi-palette emulations support and generally improved speed. Available from: Emerald Creative, Rapid House, Wendle Creek, London, SW19 1DW. Price: £45.95.

### Personal Paint 6.1

Similar to DPaint and Brilliance, but includes more image processing options and file conversion facilities. Limited to 256 colours. Available from: Ramiga, Stables, 'Ris, Pantrefoles, Clwyd LL24 DHT. Tel: 0690 770304. Price: £69.95.

### Photogenics

24 bit graphics package (no emulation). Lots of professional features. More useful for image manipulation and composition, rather than creating pictures from scratch. Available from: Almathere, Challenge House, 818 Mitchem Road, Croydon, Surrey CR9 3AU. Price: £54.95.

## Video Standards

### VHS

The first home video system, and quite poor by today's standards. The tapes are large and bulky, and the vertical image resolution is a paltry 240 lines. It suffers from poor frame rate accuracy and crosstalk (black and white lines close together causing coloured bands to appear).

### VHS-C

The smaller cassette used in some camcorders are called VHS-C. It can be used in special adaptor cassettes to allow replay in normal home

'full sized' players. The picture quality is fine for home use, but still far from professional quality.

### VHS-HQ

A slightly improved version of VHS. Modern systems are of this type, which is slightly better than standard VHS.

### 8mm

The very small tapes used in some camcorder are of the 8mm system. The tape is a metal compound which gives a better quality picture. The resolution is still only about

260-280 vertical lines. The main problem with 8mm are that you can't replay 8mm tapes in a VHS machine (only watch or re-record the signal), and the audio signal is embedded as part of the video signal which means there is no way of dubbing on a separate sound track on after the recording has been made. 8mm is still a good choice when selecting a camcorder because the cameras will be smaller and cheaper, and the quality is marginally better than VHS or VHS-C.

### SVHS

SVHS looks physically identical to VHS, but works in completely different way. The

colour and brightness signals are separated and recorded separately on the tape. This keeps noise effects such as 'crosstalk' to a minimum and gives a much better picture as a result. SVHS equipment is the best consumer level kit available today (400-420 lines of resolution), but is also very expensive. SVHS-C is a compact version for use in camcorders.

### Hi8

Hi8 is like 8mm, but is the same way as SVHS, separates the luminance and chrominance information for a better quality image. Hi8 equipment is expensive and hard to come by.



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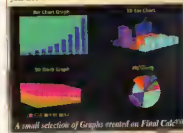
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**Final Calc™** is due for release in Spring 1993, so look out for the magazine reviews. If you want to know more now, simply cut the coupon (on the right) for your free advance information.



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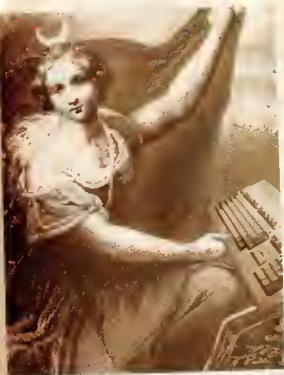
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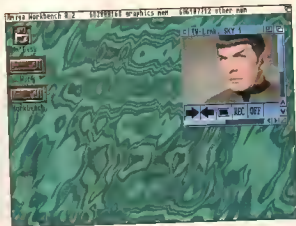


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# Future of the Amiga

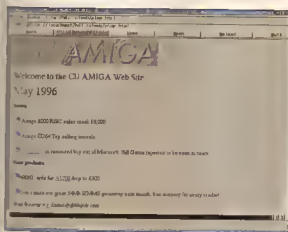
Continuing our celebration of the Amiga's tenth anniversary we take a speculative look forward and consider what delights the future may hold for the Amiga.



▲ Video tape could soon be a thing of the past. Future Amiga technology could allow downloading of movies direct to hard drives, or even virtually CDs.

**T**he Amiga is already an incredibly powerful machine, but compared to the next generation of Amigas, even the versatile, super-fast A4000 looks limited. Our whole perception of 'the home computer' is going to change beyond all recognition, and the Amiga will be a major force in this metamorphosis.

David Pleasance and his team have already gone on record to state that the future Amiga will be based around a RISC processor. The move from 680x0 processor to a RISC-based system will be the key factor that allows the Amiga to turn its hand to all manner of applications in both the entertainment and professional fields. Such power and diversity will also ensure the Amiga adds to its vast numbers of hobbyist and semi-professional users. The integrated all-in-one form of the A1200 will disappear. In its



A Current state-of-the-art Internet-based site will look primitive compared to the options now in development. Digital communications is set to become as simple and easy as making a telephone call.

place will be a 'set-top box', which typically sit on top of a TV (like a satellite receiver), or else could be integrated with the hi-fi system. These will be controlled by a keyboard and infrared controllers. This arrangement will provide greater interaction with TV and other audio-visual equipment. The Amiga set-top box will link up with your video so you can watch all your favourite films. You will probably even have the option of downloading any film you want through a 'video on demand' system. This system will be able to decode and display films, captions, subtitles and other information transmitted with films and TV programmes. And of course it will all be wonderfully easy to control through the workbench using a friendly icon system.

## Interactive shopping

Amiga will also be able to help you with your shopping. Suppose you're watching a trailer for a new album and decide you'd like to hear a few tracks. No problem, click on an icon and the tracks are downloaded and played. If you like it, a 'hot icon' is on hand to allow a complete album to be ordered, paid for by credit card and downloaded instantly. Other shopping services will also be available in a similar manner. Holiday booking, home banking, and educational services are just some of the other potential services. Initially, payment will probably

be made through credit cards. But digital cash and smart cards are already in operation in Wiltshire as part of a trial by National Westminster Bank, where money is transferred electronically.

Video on demand systems are not that far off either. BT, for instance, is running trials of such systems in Ipswich and Colchester. All the Amiga will have to do is provide the hardware that receives and decodes the video signal. MPEG is the current favourite compression technology for video data, and the Amiga already has a headstart with its CD32 VideoCD/MPEG compatibility.

One of the current proposals is that video will be delivered via the telephone network, hence the BT involvement. For this reason it's likely that the next generation Amigas will have a high speed modem built-in. With a modem there is a perfect opportunity to include Internet access of some kind, possibly with a telephone socket on the back. Workbench will come with simplified Internet access software built-in, a variant of AMOSAIC. With video and telecommunications capability built in, video phones and video conferencing capabilities are also a strong possibility.

Of course the Amiga won't just be a glorified video player and Internet system. The Amiga as a home computer will still exist. But the hardware and operating system will have changed completely. It's

likely to have a two-tier user interface. On the surface will be a simplified front end for those who don't want to get their hands dirty – a kind of ultra-friendly point and click system to handle all of the general applications that might be used by the family, such as the downloading of films, shopping, direct access to major applications such as word processors and an easy single-button link to the Internet. This will be controlled by a simple TV-remote style pad.

Along with this, there will also be an expert mode, which will give more experienced users the chance to use the whole power of the system, with an advanced Workbench-style interface, controlled by the infrared keyboard and its built-in trackball.

## Surround sound

Surround sound is likely to be a standard feature of the future Amiga. 16-bit CD sound may be good by today's standards but Dolby-S surround sound is where future games technology is heading. Developers are already experimenting with surround sound for the existing Amigas.

What would we do with surround sound? Well an obvious choice is first person perspective game environments where your viewing screen looks straight ahead, but you will also be able to hear movement to your side and behind you. For this, high speed texture mapping and polygon hardware is definitely needed. David Pleasance has confirmed that the next generation of Amiga will have such hardware. If it's done properly, this could double as an engine for games like *Daytime* whilst making realtime 24-bit 3D ray tracing a realistic prospect.

Resolutions will also increase. If high definition TV can survive the current war of conflicting standards, before the public get bored of it, then this could mark the end for dedicated monitors in the home. One enormous pulsating screen will then become the main display for both TV and computer.

## CD-ROM

Naturally the above technology will result in very large files. So a large scale storage medium is going to be needed. CD-ROM would be ideal but it's too slow, and as yet you still can't save data to CDs. CD drive speeds are doubling every six months, and prices are falling. Couple this with the fact that writable CDs will soon be available, and that CD capacity is set to increase – and you'll see that it is

the obvious choice for future storage and will undoubtedly be built-in.

All this glorious hardware will result in some amazing applications. If Amiga developers follow trends on other platforms (PC and Mac) then it's likely that most current powerful applications (*PageStream*, *FinalWriter* etc) will be replaced by 'pick and mix' software. This software will provide the shell of an application into which you plug modules. You could, for instance have a module for text editing, spell checking, DTP page layout tools and image processing functions. By only buying what you need you get the power you want without paying for redundant features doubling up features across several applications. Also, because it is a single application with plug-in modules, this approach has the tremendous advantage of having one common file format, instead of trying to match several from different packages. Naturally this will require a major change of thinking on the part of software houses. It could also do with involvement from Commodore at whoever eventually owns Amiga.

So that's one vision of the future. Whether all of these wonderful features see the light of day remains to be seen. The various worlds of computers, communications, music and video entertainment are all forming into one big audio-visual Pandora's box, which is getting deeper and more mysterious every day. So long as Amiga technology gets back on its feet, it could well lead this expedition into the electronic future, while the PC and Mac try to keep up with the pace. ■

Andy Leaning

## FIVE THINGS OF THE FUTURE

1. Sixteen bit CD quality surround sound.
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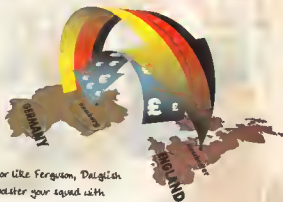
16 year old school boys are much of a muckness. A good manager can spot young talent, train, coach and nurture it to produce international players. The same potential stars in the wrong hands can be wasted, misused and end up as a 4th division nobody. Can you spot the talent amongst the turkeys?

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# Action off it!

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## 6 AMIGA 1200s MUST BE WON!

Last month we took a look back at the history of the Amiga, from the A1000 to the A4000. The people involved, the new launches, the evolution of Workbench and more. We also printed the first part of this superb competition to win one of six A1200s. In this month's feature we've concentrated on the possible future of this great machine, so now, with the final three questions for the competition, is your big chance to get your hands on one of these super upgrades.

Just to recap, the questions asked last month were: 1. The Amiga was originally known by a different name before its release. What was this name? 2. Name the man widely regarded as 'the father of the Amiga' who died in June of 1994. 3. Name the famous 'pop' artist who helped launch the Amiga in 1995.

You should have the answers to the above questions already (they were all in last month's feature) so all you have to do now is answer the following questions based on our vision of the future of the Amiga:

1. What sort of chip should the next generation of Amiga have at its heart?
2. What compression technique, suitable for video, does the Amiga and CD32 already use?
3. What large scale storage medium is destined to become standard equipment on all Amigas?

Winners will be picked within one month of the closing date of this competition (April 20th 1998) and will be notified by post. One lucky winner, however, will go even further and win a full 12 month subscription to CU Amiga Magazine, a free gift of their choice from the list on our subscriptions page (p124) and a chance to meet the CU Amiga Magazine team. We will present you with your prizes, discuss groovy Amiga topics of your choice and generally show you a good time courtesy of EMAP Liveage.

In order to sort out who will win this extra prize please complete the following tie breaker in no more than 25 words:

**I want an Amiga 1200 because ...**

### How to enter

Fill in the above questions and paste the required quota on the back of a post card or sealed envelope and send it to us at the following address:

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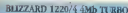
### RULES

1. Employees of EMAP Magazines or Contributors are not eligible.
2. Multiple entries will be allowed in the bin.
3. The closing date for entries is 10th April 1998.
4. Competition entries will be accepted by post.
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6. The editor's decision is final and no correspondence will be entered into.

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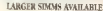
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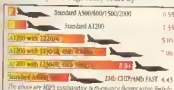


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# AMIGA SCREENSCENE

## MAGAZINE



I just hate being wrong. Nothing in this world is predictable and I'm not a soothsayer but when I say something and it doesn't happen it makes me mad. Unfortunately that's what went wrong with last

month's 'Next Month' page. There is hardly a single thing on it that actually arrived on time to put into this issue, and thus it was almost a waste of two pages.

Unfortunately we cannot fulfil promises unless other people do. But we can fulfil one promise, and do so every issue: We will always provide you with the best games news, previews and reviews available.

This month we whet your appetite for the games of the future with previews of Beldies, Speris Legacy and Leading Lap while our reviews section contains ATR, Dawn Patrol, Ruffians and Turbo Trax plus the A1200 update of the superb Shadow Fighter. We've also brought back games tips due to popular demand, with part one of hints and solutions to Lords Of The Realm and Dreamweb.

Alan Dykes  
Editor

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# Tactical Manager 2

■ Due for release: April ■ Publisher: Black Legend ☎ 0438 84003



**Y**ou just can't get away from them. Footy manager games are the 2 Unlimited of the Amiga game charts: their fans can't get enough of them, and everyone else thinks they're nothing more than a single idea that's endlessly re-worked and



re-released. Here at CU Amiga Magazine we have scholars from both schools of thought. As usual, the footy manager fans in the ranks are getting a bit excited about this one, as it's the sequel to last year's 87% rated *Tactical Manager*.

Among the new features promised for *TM2* is a higher difficulty level. But there's more to a football manager's job than finances and talent scouting. There's team morale for one thing. If you leave players out of the team for too long, they get on edge, and then they perform badly in the event that you decide to put them on as a sub.

The intelligence of the computer teams is to be improved, both in terms of tactics and team



selection. League cup winners get a stab at playing in Europe, plus the opportunity to trim away some of the lesser players in exchange for extra cash. Fixtures will also be shuffled around from one season to the next, to ensure a predictable pattern doesn't form

too easily.

*TM2* looks like it's shaping up to be as good if not as better than *TM1*. We can't wait for it, so we'll see it at the CU Amiga offices. We should have a full review next month. For more information on *Tactical Manager 2* contact Black Legend 0438 840003.

LC

# Ultimate Soccer Manager

■ Due for release: April ■ Publisher: Impressions ☎ 0171 373 7435

**I**t may seem strange that yet another football management game has been unleashed onto the public and even more unusual that it comes from a company such as

Impressions which is perhaps better known for its strategy games. But it's not that bizarre, footy fans, because strategy is at the heart of this management game. If you play the Business Game option you can develop your

own business empire as well as managing your team and this is where the strategy element comes into play. You can either employ the by-the-book method of building up your empire by using your hard-earned money wisely to slowly build up money-spinning enterprises such as shops, fast food joints, car parks, access roads, merchandising goods, ticket prices, training grounds and so on. Or you can pump ill-gotten gains into your empire and risk the peril of an FA investigation by dabbling in match fixing (in you can bet against your own team to bring those pounds in) doling out backhanders to get those star players and generally greasing palms all round to make sure that you get the cash you need.

As well as the above strategy element, *USM* also promises to push itself away from the plethora of football management games by



featuring 3D graphics such as a fully rendered football stadium.

An overhead-view game, it will also have lots of other features such as: full match reports with comments from managers and spectators, a tactics screen, a team editing screen, talent scouts, bank loans and overdraft facilities, training, press conferences, a TV information service, sponsorship, advertising, and some nice graphs and statistics to let you know how your finances are developing. Due to be released in April, *USM* looks pretty good but the proof of the pudding is in the belching up afterwards or something like that so we'll have to wait until next month for a full review. Until then...

LC







# Leading Lap

■ Due For release: April ■ Publisher: Black Legend ☎ 0348 840003

**P**olygon racing games have suddenly become very popular again thanks to some superb arcade games and *Leading Lap*, the product of a



newly formed software development team, Kellion, is obviously hoping to cash in on the trend. And guess what the name of this new development company stands for? Mr. Kelly and Mr. Dillon. The latter being our very own ex-games editor. Reputations are on the line!

So far, it looks as if we won't be disappointed. According to Kellion a mysterious Mr. S has developed a unique 3D editor code called 'Reflex' and *Leading Lap* is the first of a trio of games to be designed using it.

One of the game's unique features promises to be the way the steering wheel and the viewing screen have been configured to move in synchronisation, as if you were actually driving. It's designed to intelligently guess which direction you would really look out of the vehicle and adjust your viewpoint accordingly. To make this extra realistic the game is being designed to work with the CyberMaxx Virtual

Reality headset.

Another original feature is the introduction of the concept of 'illegal' races in which you can race through a city with no planned route, just a road map with the start and the end clearly marked out. It will be up to you to decide which route you want to take and risk the perils of traffic jams, buses, old ladies crossing the road, anything that you would expect driving through a real city. Just to add to the mayhem, there are plans to add hidden levels and *SpyHunter*-like extras (ie go through a certain gate and you turn into a speedboat).

The game will start on the race track, move onto open spaces (the land of illegal races), the city. In all the game should span 25 tracks and you are given 15 attributes which you can use to customise your car with. So far it all

sounds great. We have a full review next month. ■  
LC



# Speris Legacy

■ Due for release: June ■ Publisher: Team 17 ☎ 01924 267 776

**T**eam 17 are continuing their assault on the Amiga market even over the summer months, with this unusual adventure game. I say unusual because the style of graphics and gameplay is more akin to what you would see on a Nintendo than any Amiga game. It's a (very) Zelda-like adventure with cute graphics and involves wending

around villages, forests and castles killing tons of strange enemies, talking to people and solving puzzles.

The central character is a boy called Cho who is in the unhappy position of having to avenge a friend's death at the hands of his brother, a greedy and power hungry maniac named Gallus, who's determined to take over the lands of Speris. Starting off not knowing where to look Cho has to ask ques-

tions of everyone he meets, some of whom will require a bribe.

There are 12 different locations. Cho can visit to piece together the mystery, but getting from one to another will require a little brain power utilisation and a lot of button pressing.

Enemies come in all shapes and forms

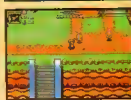
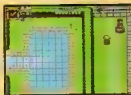
snakes, large baring green things (for I cannot describe them as anything also at the moment), cannon, pacman-like creatures and more. Once these enemies pass into the next world, after being swatted by Cho's trusty little sword most will release jewels which can be collected.

The menu system, brought up by pressing the space bar includes instructions for picking up things or using them, or examining an object in Cho's inventory. But the only way to solve puzzles is to interact with other characters and this is done by speaking to them. And boy does Cho like speaking. The menu brought up by using this command presents one with up to six questions, and the game has been intelligently programmed so that if a character says something that either raises another question or answers an existing one the menu will increase

or decrease correspondingly.

Cute as hell, fast and playable (at this stage anyway). *Speris Legacy* looks like being a fun little. Watch out for a full review soon.

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# Leading Lap

■ Due for release: April ■ Publisher: Black Legend ☎ 0348 840003

**P**olygon racing games, have suddenly become very popular again thanks to some superb arcade games and *Leading Lap*, the product of a



newly formed software development team, Keillon, is obviously hoping to cash in on the trend. And guess what the name of this new development company stands for? Mr Kally and Mr Dillon. The latter being our very own ex-games editor. Reputations are on the line!

So far, it looks as if we won't be disappointed. According to Keillon a mysterious Mr S has developed a unique 3D editor code called 'Reflex' and *Leading Lap* is the first of a trio of games to be designed using it.

One of the game's unique features promises to be the way the steering wheel and the viewing screen have been configured to move in synchronisation, as if you were actually sitting in the car. It is intended to intelligently guess which direction you would really look out of the vehicle and adjusts your viewpoint accordingly. To make this extra realistic the game is being designed to work with the CyberMaxx Virtual

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Another original feature is the introduction of the concept of 'illegal' races, in which you can race through a city with no planned route - just a road map with the start and the end clearly marked out. It will be up to you to decide which route you want to take and risk the perils of traffic jams, buses, old ladies crossing the road, anything that you would expect driving through a real city. Just to add to the mayhem, there are plans to add hidden levels and *Spyhunter*-like extras (ie go through a certain gate and you turn into a speedboat).

The game will start on the race track, move onto open country, then onto a city, the land of illegal races, the city. In all the game should span 25 tracks and you are given 15 attributes which you can use to customise your car with. So far it all

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around villages, forests and castles killing tons of strange enemies, talking to people and solving puzzles. The central character is a boy called Cho who is in the unhappy position of having to avenge a friend's death at the hands of his brother, a greedy and power-hungry maniac named Gallus, who's determined to take over the lands of Spers. Starting off not knowing where to look Cho has to ask questions of everyone he meets, some of whom will require a bribe.

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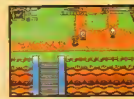
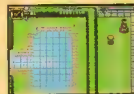
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# Zeeewolf 2

## Design a level and win £200

**Zeeewolf, Binary Asylum's top chopper shoot 'em up was a stunning first game from a new software development company. It combined gorgeous graphics with top gameplay (on an A1200 anyway) and made its unique mark on the world of wildlife conservation by naming the various air, sea and land craft you encounter in it after a menagerie of wild beastsies, and encouraging you to blow each and every one of them up.**



**N**ot happy with making a whole dung pile of cash with the first game those canny Somerset lads have planned an even better one for the sequel. Problem is, they're so busy spending their massive bonuses that no-one has the time to design the game, and that's why they're turning to you, the Amiga public to help them out. After all if you're going to buy the game you might as well tell them exactly what you want.

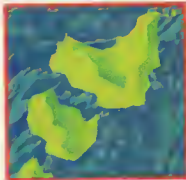
No seriously, Binary Asylum realise that there are a lot of potential game designers, coders and artists out there, looking for recognition and a chance to be part of something really big. That's why they're offering you the opportunity to design your own level of *Zeeewolf 2*. You could win £200 and the accolade of being included in the credits of a top-selling full price game. Of course you also get your name printed in this very mag, a full credit to your achievement.

To enter the competition you

have to plan a level around the islands shown (right). The level can be based on any of the mission concepts in *Zeeewolf* - ie escort, rescue, airlift, seek and destroy (or any other you can come up with), and using the land, air and sea craft also featured in the game.

You'll need to make two copies of the map provided (right). On the first map you should locate the units - using shapes or colours to differentiate what they are and who they belong to (remember, some of them could be friendly units). Mark these clearly because if Andy and the boys at Binary can't understand what's going on they'll chuck it in the bin.

Next up is the fun bit. Remember Dad's army? Remember all those arrows prancing around Europe to the tune of "Who do you think you are kidding Mr Hitler" at the beginning of the show? Well you've got to draw them, lots of them. Basically this is the map where you show what actually happens on the level. Where units move to, what flight paths they have, what sees the enemy hippos and sharks patrol, where your rocket launchers and radar guidance systems should be placed etc. When you've finally got it right, think of a particularly gruesome or funny name for it - the Binary boys are well known for their joviality and sense of irony, and it might just catch their attention. ■



### WHAT YOU COULD WIN

If your entry is successful, you will be included in *Zeeewolf* with full credit given in the game and in CU Amiga Magazine. The best level will win £200 and a copy of the final game. Any other level judged good enough to be incorporated in the game will also win a copy of the game and have their name included in the credits.



### HOW TO ENTER

You can enter the competition as many times as you like, but remember, if any of your entries are unclear or don't make sense, they will not go forward for judging. Make two very large copies of the map given above and mark the first one with the combat units, buildings and emplacements you intend to use, the second with their movement. Use different colours and shapes to signify friendly or enemy units and different types of craft. Write out a separate, detailed plan and description of what is happening. Finally, when you've got all of this together post it to us at the following address.

**My Invol of Zeeewolf 2, CU Amiga Magazine, Priory Court, Farringdon Lane, London EC1R 3AU.**

**Rules:** Unusually, multiple entries ARE allowed! Even more unusually the Editor does not have the final say - Binary Asylum does, and of course, due to the nature of the game, correspondence will be entered into. However, as usual, no employees of EMAP Images or Binary Asylum may enter. Closing date for receipt of entries is 30 April 1995.



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# Ruffian

■ Price: £TBA ■ Publisher: Grandslam ☎ 081 680 7044

No, nothing to do with England supporters on tour.

**R**uffian is a rather apt name for this platformer from Grandslam because the game's hero is indeed a bit of ruffian – he spits and he does moonies whenever he gets bored Chaiming. So what's this rather uncouth chappe doing in a game? Well, he has been sent on a mission by a witch doctor to free a whole load of pixies who have gone and got themselves enmeshed inside some carnivorous plants (though on screen the plants look more like huge balloons). Your job as Ruffian is to free each pixie before they are digested by the plants and go to that great pixie land in the sky.

## Gameplay

How do you free the pixies? By spitting at them of course. You begin each level with a certain amount of pips that you can eject from your mouth as a weapon and throughout the level there are numerous icons that will give you even more pip ammunition. There are the usual bits of fruit, loaves and you know the kind of things scattered around each level as pick-



▲ Watch out for grapes upon lurking around below

ups to enhance your strength. And the witch doctor has kindly left you lots of magic potions around which give you extra powers such as the ability to jump higher, rapid fire spray, invincibility for a few seconds, whirlwind power and quakes to kill all the baddies for a few seconds.

Have I not mentioned baddies? There are plenty, mainly in the shape of big hairy apes which tend to kill you on contact so it's best to avoid them altogether by leaping over them. Other evil doers include slippery snakes that delete your energy and lizards who enjoy flicking their tongue at you. These and most of the baddies in the game can be easily avoided though.

The trickiest part of *Ruffian* is freeing all the pixies within the allotted time span. At the start of each level you are given a set amount of pikes to free and a time span to do it in. The bottom of the screen shows how much energy you have and how much time you have left. From there on it's a question of racing around trying to find the hidden ones.

Grandslam have kindly provided a

helping hands' option which are little hand icons that point you in the direction, telling you where some of the pixies are. When you have finally freed all the pixies the same pointy hands direct you towards the exit. You can of course turn this option off, if you want to make things more difficult. You can also vary Ruffian's speed from the option screen if you wish, either making him run along managably

or speed like a tornado through the whole level.

## Conclusion

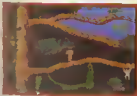
In all, *Ruffian* is an enjoyable game. The concept itself is not revolutionary but the central character is a lovable, cheeky sort of chap who gets really impatient at being left alone while you go and make the tea and waves at you or even moons at you. In game control is quite simple. Holding the fire button down you can position Ruffian's head and then release it so he will spit in the direction you want him to. There is a difficulty curve in the game as well.

As you progress through the game you have to collect more pikes and kill more baddies at the same time. The graphics are pretty good too and as the game progresses each level becomes more detailed. The sound effects are pleasant, but the intro tune seemed slightly incongruous with jungle scenery. A more thumping rhythm would have suited the theme, instead of the 70's disco-tune along the lines of 'we fade to grey' that is used. Still, *Ruffian* is a pleasant enough platformer and well worth a look at. ■

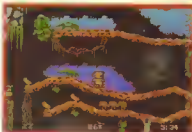
Lian Collins



▲ Can you spot Ruffian disguised as a tree in this screenshot?



▲ Bombs can be used to catapult you to high places if you drop them on the right spot.



## RUFFIAN

- benchmark version 1.3+
- number of disks 3
- RAM 1Mb
- hard disk installable no

A9200	graphics	90%
A9200	sound	75%
A1600	playability	90%
A9200	playability	85%
Value	overall	83%
Value	Good fun, but not exactly ground-breaking.	

# ATR

■ Price: £29.99 ■ Publisher: Team 17 ☎ 01924 267776

**That's All Terrain Racing to the uninitiated. CU Amiga Magazine gets into top gear for Team 17's overhead racer.**

**A** neglected title out around the same time as *Stardust* was Team 17's *Overdrive*. An overhead racer inspired by the likes of classic arcade titles like *Super Sprint*, *Overdrive* was a decent game but that wasn't enough and for whatever reason it ended up being, by Team 17's standards at least, a



▲ Utilise your opponent with a missile in the Micro Machines styled two-player battle mode

failure. Undeterred however, the Yorkshire-based team have developed *All Terrain Racing*, which thankfully for my creaking fingers has been snappily abbreviated to *ATR*.

Three racing terrains await: initially, Sport, Canyon and Forest. Further terrains like the moon become accessible once the seven levels in each of the first three terrains have been completed, so over forty levels await in total. Each of the levels has its own hazards and pitfalls with the snowy forest levels, featuring dangerous patches of ice to watch out for, while the sneaky canyons force the player's car through small tunnels where the view is obscured. All these levels look a treat thanks to the highly-detailed graphics. *ATR* runs comfortably on a bog standard A500. Sadly the sound FX don't quite match up to the

visuals while the tunes are a little woody for a race game.

In one or two-player mode the player must take on five computer opponents and finish in the top three positions to progress. Each position has a cash reward so it pays to finish as high as possible in each race. Money can be spent in a shop that pops up before each race. All the usual power-ups can be bought here, like better tyres for a stronger grip and improved gears for faster accelerating. There's also a special power-up available. This varies from race to race but includes delights like power steering. Ignoring the specials, each power-up has five power levels and obviously the maximum one costs a packet; for example, but they become essential as the game progresses because the courses start to become extremely tortuous. Without the likes of decent tyres finishing in last position is almost a certainty in the later stages of the game.

Thankfully numerous power-ups litter the course but these only last for the duration of that particular race. Nonetheless they can mean the difference between topping the league or ending up in the scrapyard.



▲ The courses are littered with shortcuts which can shave precious seconds off a lap

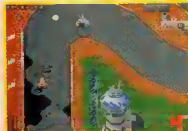
## Pick your car

At the start of the game the player is given a certain amount of money to spend on power-ups, but first a car is needed. Three types are available, 4X4 Jeep, Hydria Buggy and Formula Special. The 4X4 Jeep is the cheapest and recommended for beginners, but it suffers from being reasonably slow. Equally the Formula Special is fast, expensive and best suited to experts. The Hydria Buggy is arguably the best of all rounders, being cheap enough to allow a decent range of power-ups to be bought at the start of the game and both controllable enough for beginners and fast enough for the more expert player.

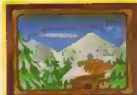
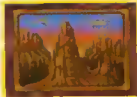
As well as the standard one and

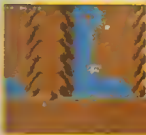


▲ The cars handle very realistically for instance slipping on this ice is almost a foretelling



▲ Despite ATR is one of the best games seen in recent months but the sound and music could do with beefing up a bit, considering the nice pace of the game





▲ Some of the canyon levels are very tough as the tunnels block the view of your vehicle for a while.

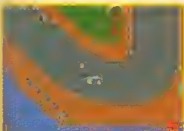


▲ Customize the vehicle to your heart's content in the shop, assuming you have the credits to do so.

player modes there's also a single mode which can be played against either the computer or a human opponent. This is similar in concept to Codemasters' *Micro Machines*. Like *Micro Machines*, since the lagging player has trailed off the screen he'll be zipped back to the leader and the leader rewarded with a point. Completing a lap first results in a two point bonus. Optional missiles are also available and making contact with one on an enemy is worth one point. The overall winner is the person who reaches the allotted number of points. Setting this number is one of the numerous preferences that can be altered before a race commences. Trust me it's a lot simpler than it sounds and while playing points are the last thing on your mind—you're too busy trying to stay on the track, get and keep the lead and ram your opponent.



▲ Strong obstacles like mines place the vehicle under big time stress—don't hit anything, basically!



▲ Car inhaling power-ups from the course. They're free to grab these while you can. Unfortunately they only last for the duration of that particular race.

Essentially *ATR* is a revamped version of *Overdrive* with the criticisms which that game attracted ironed out plus plenty of new features and an excellent two-player mode. *ATR* feels more like a true racing game than *Overdrive* ever did, partly because of the speed the cars move at, but more because of the way they handle—realistically control-wise and the way they react to background scenery.

Whereas *Overdrive*'s tracks seemed to be made of tarmac no matter where they were set, *ATR*'s are more convincing. Slipping around snowy track is all too real, especially when you lose control on the ice. There are also *Sideways* style obstacles which *Overdrive* lacked in the main and these add not only to the skill required to play the game but also give it a random element. In *Overdrive* once someone took the lead it was nearly impossible to loose it as there was little in the way of hazards to knock them off their stride. *ATR* has that random element and without complete control and total commitment it's easy to screw up on a bump, total the vehicle and end up in fifth place, in a matter of seconds.

## Loving care

This is clearly a game that has been playtested to death, the care and attention within it shines out. I love the way that you don't complete all the levels on a particular terrain at once, only three of them. This stops boredom caused by repetition, which with something like snow-based levels can be a problem no matter how good the graphics are. In *ATR*'s case the graphics are some of the best seen on the

## Happy Shopper

Welcome to our showroom. I think I have just what you're looking for. Now let me see, ah what about these three lovely little beauties...

**The 4X4 Jeep:** Cheap but a bit on the slow side, this has plenty of potential to be upgraded. One for the driver who has just passed their test perhaps.



**Ultra Buggy:** An ideal combination if you want my opinion. Good price, good performance and it leaves you with money to upgrade with.



**Formula Special:** One for the connoisseurs I believe. High price but what a performance! Needs an expert driver to show it at its best though.



Amiga for some time. I do have one niggle though: The missiles in the two-player battle mode are plain annoying. Getting ahead is a matter of skill and being rewarded with a projectile up the backside from the vehicle trailing is unfair. It's like a jealous child destroying the toy another child has because they can't have it themselves. The difficulty curve is also a bit off-key, most of the early levels are a breeze but the later ones are difficult and require a vehicle with plenty of upgrades to have any chance of success in navigating the twisty nightmarish.

Overall though, *ATR* is another class Amiga title from Team 17 and offers enough new features, even if the later tracks are like *Overdrive* 'all and all important playability to be recommended to newcomers as well as original *Overdrive* purchasers. ■

Rih Shews



■ There's always a safe route around obstacles so try and take it, taking the longer route might win you more, but not as much as taking an obstacle well.

## All Terrain Racing

- benchmark version.....1.3+
- number of disks.....2
- RAM.....1MB
- hard disk installable.....no

A000	graphics.....	83%
A1200	sound.....	83%
A1500	playability.....	
A2000	overall.....	
A3000	Overdrive -- with go faster stripes!	

**85%**



**Dawn Patrol -**  
**is it a good**  
**flight sim, a**  
**history lesson**  
**or both? We**  
**find out**

# Dawn Patrol

■ Price: £34.99 ■ Publisher: Empire ☎ 0181 343 7337

**I**t seems that Rowan Software is single handedly attempting to keep the flight sim game alive and kicking on the

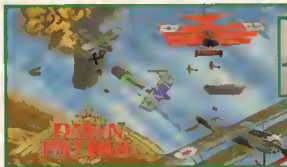
Amiga. First they released *Reach for the Skies*, then a couple of months back it was *Overlord* and now comes *Dawn Patrol - Reach for the Skies* and *Overlord* played well so does *Dawn Patrol* match that tradition?

Well, if a game was marked on options alone then the answer would most definitely have to be an emphatic yes. *Dawn Patrol's* 150 plus scenarios cover the air wars from the earliest days at the start of the First World War, right through until the bitter and bloody and it's not just air to air combat that's covered though, ground attacks and the more mundane aspects of war such as destroying air balloons are also featured.

## Realism

Clearly a lot of time has been spent making the missions as realistic and accurate as possible and repeated playing teaches you a great deal about early air combat.

For instance, playing the Allies in some of the early missions (whose first combat aircraft featured guns on the top wing making aiming almost impossible)



makes it easy to see why the average life expectancy of a pilot was measured in hours rather than days or weeks. Certain mission parameters like how many and what type of enemy planes are encountered can be altered too and this helps to increase the game's longevity.

Other options such as invulnerability, super engines and unlimited ammo are also available for the more arcade orientated gamer, but *Dawn Patrol* is definitely a game for the flight sim fan as the multiple keys required for mastery of each aircraft demonstrates



Being bombarded with information continues apace throughout the game with impressively researched and thoroughly detailed accounts of the pilots and the battles themselves for each of the missions on offer in the game. The problem is that this information tends to get in the way of the action.

I don't know about you, but if I want to read brilliant research material I get a book with which I can sit down in a comfortable chair and burrow through it. I don't want to sit in front of a glaring monitor clicking through page after page of weeny text when I'm trying to play a game. This information interferes with the structure of the game because no sooner have you completed the series of missions for one pilot than you're ploughed straight into the next. A severe lack of immersion or feeling of progress in the game is the result because just as you become used to the idiosyncrasies of the

plane and period that you're flying in, bam! you're whizzed off to the next.

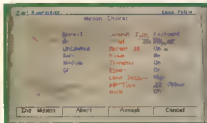
It's a lot like being trapped in a string of episodes from BBC's cult sci-fi programme *Quantum Leap* where physicist Sam leaps from person to person

## Presentation

Empire also deserves special praise for the presentation of *Dawn Patrol* which is amongst the best I've ever encountered in any computer game. First off is the chunky box, complete with a dramatic painted image of a dogfight. Once inside there's a satisfying manual and technical supplement, but far more interestingly there's a limited edition book from the Famous Flyer's series. Manfred Von Richthofen: The Man and the Aircraft He Flaw follows perhaps the most famous of pilots' exploits, from his early days to becoming the World War One Ace of Aces, a title earned for rather happily shooting down more enemy planes than any other pilot.



▲ Dawn Patrol features all the usual views which can be rotated in and out of your heart's content.



▲ Even when you're in the midst of a mission a number of game parameters can be changed.





It's the good moment for the gun to aim, then to logically let the mouse follow the mouse.

It's never becoming accustomed to the game. In my opinion, the strategy-based game offered a sense of mission, and the missions end the game to save the player's progress.

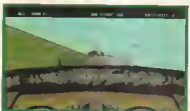
Your failure or success has no effect on the game. In any way you're free to play the game again or move on to the next mission. For me this resulted in the feeling of 'so what' if I failed.

## Good reading material but...

The piece of reference material in Dawn Patrol is exceptional, especially for a computer title, but as a game? Well, it's fun to play for a while, but I felt there was no sense of progress in the game.

I didn't get very involved in it. It's something that I'd return to, but for a quick blast. I'm sure it's the aim of a flight sim.

Still, it's not all bad by means. Although limited in their scope, most of the missions are fun and like the way that you choose to play as either German or Allied pilot as well as where the battle takes place. And graphically this is impressive. An Amiga flight sim, certainly.



Turning down the graphical detail keeps the game running at a more manageable speed even on an A500.

more so than Overlord and particularly when played on an A4000. Dawn's Patrol's main problem though is one of simple economics. For the same price you could pick up a copy of the definitive Amiga flight sim, MicroProse's classic Knights of the Sky, as well as a decent book about First World War combat and at the end of the day I'd recommend that. ■

Paul Springett



A The amount of information contained within the text is astonishing. It's just a shame the actual gameplay is so average.

## DAWN PATROL

- workbook version 1.3+
- number of disks 3
- RAM requirements 1 Mb
- hard disk installable yes

5600	and	81%
A1200	and	76%
A1500	and	76%

OVERALL  
Great for reference, but only OK to play.

74%



A tough, good low cost world. Even where I put the two megabyte, parallel, comfortable mouse etc...

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# DON'T MISS OUT!





# Shadow Fighter

■ Price: £29.99 ■ Publisher: Gremlin Graphics © 0742 753423

**T**he *Mortal Kombat 2* hype machine was definitely in full flow at Christmas. The second coming of Kitano and Co outsold Gremlin's *Shadow Fighter* in the shops, despite the fact that it didn't really deserve to. OK, if you read our February issue you'll notice that MK2 scored an incredible 95% while *Shadow Fighter* scored 93%, but this reviewer still thinks that it's better. The difference in scores does not reflect the true long term playability of *Shadow Fighter*. If I had reviewed MK2

instead of the console obsessed crusty who did so it would have scored less, *Shadow Fighter* would have been top of the pile!

Rant over, the reason for this review is that a shiny new A1200 version of the game has arrived in the office. It's basically the same game, with 17 fighters, of which you can choose from six in single player mode or 15 in two player. The only two non-selectable characters are Popeye the pizzeria dummy and the *Shadow Fighter* himself. There are tournament, single fight, practice and Vs (two play-ers modes), three difficulty levels, 'stun', and 'blood' options.

Upon loading up *Shadow Fighter* A1200 I was hard pressed to immediately tell the difference between it and the older version. The concept is identical, the copy protection is, the music is and the amount of disks (four) is too. It plays exactly the same as well, so I had to get out my old A500 *Shadow Fighter* to

make a genuine comparison.

Although there were a few noticeable differences at first it was only when identical matches with identical characters and back-grounds were compared side by side on screen that they were easily identifiable. The backdrops have been improved by the additional colours, though not as much as you'd expect while the sprite out-lines have been smoothed out and their colours enriched. The fluidity of their movement has also been



improved, though it's still not quite up to arcade standard.

In the final analysis *Shadow Fighter* is still top of my list of Amiga beat 'em ups. If you've got an A1200 and you've already bought the non AGA version then for God's sake don't buy this one

— the differences are not really worth it. If, on the other hand, you don't actually have *Shadow Fighter* then I would advise you to get it. It's excellent.

AD



93%

# International test series cricket

■ Price: £26.99 ■ Publisher: Grandslam © 0181 680 7044

**I** Audiogenic have, up until now, been the only company to offer the Amiga users anything in the way of cricket simulations, but thanks to an Australian development team and Grandslam, that's about to change.

The first thing that grabs you about *ITS Cricket* is its choice of

presentation. Opting for a more realistic style, digitised graphics and sampled sound effects are utilised, and though it gives the game a somewhat unique feel, it somehow lacks polish. The animations are too jerky to warrant their use over traditional sprites and the samples tend to just drop in and out without too much care for continuity, sound quality or volume.

However, the gameplay within *ITS* does offer interesting control systems for both bowling and batting sides. Bowling is controlled by mouse, with a number of options such as over or around wicket deliveries, along with leg-spin, off-spin straight, etc. depending upon the currently active bowler.

Batting is via the joystick (which allows two-player games to flow,

only stopping to swap joystick for mouse after the full innings) with a *Mortal Kombat*-like combination of firing and directions to execute any of the twelve strokes available. Other than that, batting is all down to good timing (and luck) while any really good shots are rewarded by Ozzy commentators' shouts of approval.

The fielding is the weakest aspect of play, with a clumsy mouse selector first picking a fielder, and then where you want him to run. Once the ball is collected, the cursor then frisks out, making it deliberately difficult for you to throw back to the wickets.

I've yet to be impressed by a

cricket game, and *ITS* was no different. It's a shame the presentation, in my opinion, is so unattractive because the control system is quite nice. I can't see any one getting excited by this other than the real cricket fanatics.

MB



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# Voyages of Discovery

■ Price: £25.99 ■ Publisher: Black Legend ☎ 0438 840003

After Ascon's success with *The Petrician*, Black Legend are hoping to create more than a drop in the ocean with *Voyages Of Discovery*.



**I**n its native Germany *Voyages Of Discovery* is known as *Kristopher Kolumbus* and the game coincided with last year's anniversary of the famous Italian explorer's discovery of the new world for the Spanish crown. Here in blighty, a year later it has been re-named *Voyages Of Discovery* because, unlike Germany, Britain has its own famous explorers, one of whom, James Cook, is actually in the game. Unfortunately, a game called

James Cook would hardly catch the eye these days, especially since he inconveniently died in the Pacific three hundred years ago without setting up any publicity or sponsorship deals.

You start off in *Voyages Of Discovery* by choosing a famous explorer to play, or at least his face; you can change the name to whatever you want. There are five explorers in the game, Columbus, Cook, Le Maire (Dutch), Bougainville (French) and Vasco De Gama (Portuguese). Up to four human players can participate, or any combination of human and computer players up to five. The game generates a 'new world' every time you start from scratch and the first thing you see is a colourful little island surrounded by water and encapsulated by a sea of blank grey. You begin the

game with one ship, which you must man, arm and equip and then set sail into the deep grey yonder.

The playing map is basically a gigantic grid and your ship or ships have limited movement each turn. As they penetrate square by square into the grey zone it slowly becomes newly discovered sea and, hopefully, land. The idea is to discover new lands, subjugate the natives, then colonise and exploit them. The money earned through trade is then used to colonise and exploit other lands.

It's not all plain sailing though (ho, ho), with up to four other



▲ What's the name of this bank? Bank? I see. I'd like \$,000 for 1996 deadline features at 6 per cent please.

opponents your ships, plantations and colonies can be taken over by enemies or pirates and attack and defence becomes very important later on in the game.

Ships can be bought second hand or constructed, but become extremely expensive after a while as do mercenaries.

Time does not stand still and while you're pottering around the ocean playing Captain Bligh, technology is advancing at a fantastic rate. At the start of the game you can buy a 'Cavaville', or small trading ship for the eight grand mark, but a couple of years later this line is discontinued and you'll have to pay between three and six times as much for newer ships. Mercenaries also get more expensive as guns are introduced.

All of these technological advances are necessary though. Ships used to be bigger to travel further, carry larger loads and be better armed, while mercenaries need to have the latest equipment as you run the risk of a rout by enemy forces.

Although each new game has a different map, the home port screens remain the same for each of the featured characters. There are five of these static screens, which are livened up by the need to scroll (smoothly) left to right and back to access the different activity areas. Brief animations also add to

the atmosphere. Each port has a Historian's office, a Pub (used for recruiting sailors, soldiers and pirates), a bank (which enables you to borrow money and transfer it to and from your ship), a shipyard (for building new ships and repairing existing ones) and a trader, who buys and sells food, water, trinkets, cannon balls, tobacco, wood etc.

*Voyages Of Discovery* is playable trading sim once you get used to it, but there are times when it seems rather dull and lifeless. In concept it's rather like a cross between *The Petrician* and *Dune II*, but without the instant addictivity of either. Worth getting though if you're home, dry and can't get any more hours out of *The Petrician*. ■

Alan Dykes



▲ Inland!



▲ Tobacco plantations are a very good investment.

## VOYAGES OF DISCOVERY

- 30
- number of disks ..... 1,2-4
- RAM ..... A
- hard disk installable ... yes

- graphics ..... C
- sound ..... A
- playability ..... B

- overall ..... 78%
- Coloured and playable, but lacks installability.





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# Turbo Trax

■ Price: £29.99 ■ Publisher: Arcane/Kompart ☎ 0438 840004

Originally due for release last year, has the extra time helped make Turbo Trax the most playable racing game yet?



**A**part from *Acid's Roadkill* we haven't seen many Amiga car racing games recently. I you discount *Powerdrive* which was pretty miserable! When they do arrive along though they always seem to become best sellers, ranking up there alongside football titles. This Spring sees three long-awaited games being released in quick succession – Team 17's *All Terrain Racing*, Acid Software's *Super Skidmarks 2* and Arcane's *Turbo Trax*. The competition is hot. With *Turbo Trax* Arcane has

been trying to produce something which not only looks graphically polished but also has original gameplay features and realistic controls: this has resulted in a long and turbulent development process, with several major graphics

and game engine overhauls in the last 12 months.

The game itself involves racing one of three types of cars around desert, forest, city and snow covered tracks in a time challenge against computer opponents or in a head-to-head with another player. Two player mode uses either a serial link and two machines or, with one machine, a full screen two player 'catch up' mode, similar to *Micro Machines* and *ATV*, where the losing player gets transported back to the centre of the screen with a time penalty deducted from their score.

Arcane have certainly achieved good results in the graphics department. The vehicles, a jeep, a rally car and an Indy car, are viewed from above, rather like *Roadkill*, and are small but very neatly drawn. The wheels give a strong impression of motion (though they are a tad too shiny for my liking) and collision detection is superb – these cars really do bounce off roadside obstacles in a realistic, if heavily sprung and seriously armour plated, way. The faster you hit an object the bigger the crash. The angles of deflection have been well mapped out too, and the clouds of smoke or dust emanating from the cars' tyres add to the atmosphere.

Crashing into objects lowers the traction of the wheels and damages the car, but there are repair pickups along the track to ease this problem. There are also spinning dollar icons which, when added to your prize money, allow you to



maximise the car's performance by buying upgrades between levels in the ubiquitous shop. These upgrades govern the speed and traction of the car, so you can buy new engines, high octane fuel, better power steering or tyres.

The other major on-track pick-up, and the source of the game's name, are the tube boosters that are liberally scattered around the track. If you intend to end up in the fast three places you'll need to pick up most of these. In normal mode the cars travel at a manageable pace, but once you hit a turbo the speed doubles, along with the excitement, and the effect lasts for a number of seconds. Not quite long enough to get you to the next turbo, but far enough to get you away from the opposition. Unless you crash that is, as you run over the edge of the road into the sand or gull of the trackside, in which case the turbo will dwindle to nothing.

One of the more innovative things about *Turbo Trax* is the view of the car. Rather than constantly centring the sprite, Arcane have gone for what they call a 'helicopter view'. This allows the car to be offset in such a way that you can see more of the track ahead than you can behind. In most cases almost three quarters of the track is ahead of the car and this largely dispenses with the need for mirrored directions on the road.

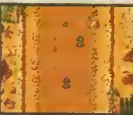
*Turbo Trax* is a competent, exciting racing game. The graphics are colourful, polished and very detailed in both the title screens and menus and the game itself, and this combined with the overhead



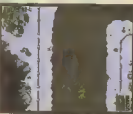
▲ The shop allows you to upgrade your car for speed and traction. Collect as many coins as possible for the maximum upgrade.

view of the car makes it a convincing and enjoyable bash. The cars get rather slow if you bail them off the wall a few times and under these circumstances if you hit a tube you'll spin all over the place, because of the consequent loss of traction, but overall control has been well implemented. An A1200 only version of *Turbo Trax* is also planned with more speed and AGA graphics, this could be even better. ■

Mark Davies



▲ The desert track. The grain computer-generated just love to get in the way.



▲ The amount of detail is impressive on all tracks. Above is the ice track with dollar icons.



## TURBO TRAX

A000	workbench version	1.3
A000+	number of disks	2
A000+	RAM	256K
A000+	hard disk installable	No
A000	graphics	85%
A000	sound	78%
A000	stability	63%
A000	playability	88%
A2000	overall	86%
A3000	A snail, good looking racing game.	86%
A4000		

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# Super League Manager

■ Price: £29.99 ■ Publisher: Audiogenic © 0181 424 2244

With a large kung fu kick, Audiogenic's latest leaps into the cluttered football management market.



Check out how your players are performing via the manager's screen

**S**uper League Manager's focus is on playability and fun, rather than realism. As the recently appointed manager of shabby Folkestone, currently bottom of an imaginary fourth division, the aim is to progress through the leagues and eventually win the first division title. Should you achieve this difficult feat three times in a row the job of managing the national side

might be fired your way. As well as the management section, the A1200 version also includes an arcade game which allows the manager to further influence a match by taking control and playing. In fact the arcade game included is Audiogenic's footy title from last year, *Wembley International Soccer*. A500 owners have a similar option by using their copy of *Emlyn Hughes International Soccer*, but don't worry if you don't own a copy as Audiogenic will provide one free of charge.

## Deskbound

The majority of the game takes place around the manager's desk. The different icons represent the various sections of the game and are accessed by clicking on them with the manager's arm. All the regular management options are here, such as buying and selling players, as well as the more mundane aspects like keeping a check on the club's finances and making sure the loan agreements are large enough to buy new players.

Despite the importance of this transfer market in football management games, the one in *Super League Manager* is weak. For instance, players appear to play well or badly in-between. If they are playing badly it might be because they are unhappy from rotting in the reserves, not being played enough or simply because they are inept. Whatever there's no way of finding out

unless you take the risk and buy the players. They have no statistics, either the only information available is what position they are best suited to and their approximate value. The manual suggests this is because players don't have ratings in real life. True, but a manager will know his team inside out and be aware of the best players in other teams. He also has a habit of being employed in a team which has similar problems. Players suffer if you don't vary your training schedules but surely someone who is a striker should concentrate on fitness and shooting for the majority of the time? Repetition and practice helps create discipline which is the hub of any successful team.

## Presentation

Browsing *Super League Manager* is arguably the best option. Brilliantly presented, the Gazette has plenty of potential transfer gossip, the latest job vacancies and match reports and player ratings for the most recent games. Excellent stuff. Indeed the whole game is a class act when it comes to presentation. The graphics are of a high standard for a management game and the FX are excellent, from the wonderfully tacky hold music when waiting on the telephone to the slurring sound of a drink being knocked back.

Unfortunately though *Super League Manager* suffers from a number of annoying features which considerably lowered my opinion of the game. For instance, the tea lady is fond of clogging up the in-tray with complaints if you don't drink her beverages. Although amusing at first it quickly becomes irritating, especially when trying to scan through messages quickly because the phone is



ringing. What's worse is that drinking a beverage requires the drink to be clicked on a few times which I imagine represent a someone sipping their way through. Arrghh! The tea lady also has a habit of complaining to other players which can affect your standing with them. This is just plain stupid and very annoying. Another irritation is found in the arcade section. Although not the greatest of games it would be much better if it could be selected whenever desired rather than having to rely on whether Match of the Day were showing it or not.

*Super League Manager* is fun but too basic to be considered a serious challenger in the football management genre and not playable enough to win over arcade fans. I'd rather have a more realistically heavy football management sim like *Championship Manager* or a premium arcade footy game like *Sensible World of Soccer*, not an average mixture of both and I'm afraid you'll feel the same way. ■

Rik Skews



A busy track on personal purchases by putting a score on them



XXXXXXXXXXXXXXXXXXXXXXXXXXXXX (Haha!)

## SUPER LEAGUE MANAGER

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A500+	number of disks	... 2
A500	RAM	... 1MB+
A500	hard disk installable	... no
A500	graphics	76%
A1200	sound	77%
A1000	playability	72%
A1000	playability	71%
A2000	OVERALL	71%
A3000	Good but needs more statistics for longevity.	
A4000		

# Visage



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taking over the Earth and used a human guinea pig to test the intelligence of their intended victims.

As Bill (the unlikely hero) you must negotiate level after level of sneaky puzzles in your attempts to save the World. Basically a puzzle game, *X-IT* is a race against the clock, in which the sole object of each level is to reach the exit.

This may sound a tiny bit easy, and it would be if it was not for the fact that every room is littered with holes which makes your short journey to freedom all the more difficult. To



blocks are heavy, some are light, some slide, some melt, but all have the common goal of helping you reach the exit.

The first thing that struck me about *X/T* is how easy the first 15 or so levels are—then it became very difficult. It didn't feel as if there is any real learning curve to the game. I ended up wishing that the aliens had not kidnapped me.

MT

58%

**L**ife is a funny thing, isn't it? When you're walking down the street minding your own business, the next you're thrown into some kind of man-sized rat maze. What? you mean this has never happened to you? Well you can't have played *X-FL*, because if you had you would know that aliens are thinking of

"BLOCKS!" Here you cry, yes blocks. No ray guns here I'm afraid, just good old fashioned blocks. These blocks must be pushed into the holes closing them up and allowing you safe passage to exit. Ingenious I'm sure you'll agree, but that's not all, some of the

# Akira

is terrible. I found the controls were slow and clumsy, and the character animation very wooden.

I also found fault with the gameplay – it was limited at the best of times. The early levels have you riding around on a motorbike, bumping into traffic cones which boost your speed. Hello! Mr programmer, I don't want to ruin the illusion for you, but if you were to ride your motorbikes into a traffic cone at 100mph rather than speeding up, I think you'd be more likely to perform a triple front somersault with a half twist. The music and sound effects also failed to impress me.

In case you hadn't guessed by now, Akiva is big disappointment. It was always going to be hard to produce a game anywhere near good as the film, but there's no excuse for releasing something which in my opinion is awful. Just when movie te-les-

we're getting really good ■  
MT

18%



stunning animation, and equally amazing plot. Now with hundreds of Manga films available, the announcement of an Amiga Akira game came as no surprise.

The game follows the plot of the film, in which a gang of teenage bikers stumble across a small boy on the run from the government. The little lad, known only as Number 26, is in fact a mutant, and has amazing superhuman powers.

If I said *Akira* on the Amiga was disappointing it would be a massive understatement. It really



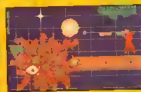
▲ Looks like Marlon gave Andrew in this advertisement. So what is not nice, not have



▲ Like you said, what a fish and grocery machine we  
own. You're just a gut there.



▲ What's the\* best did that teenager shaped thing  
not in here?



▲ The mill now-eyed manager prepares to meet his dues

# Benefactor

■ Price: £29.99 ■ Publisher: Psygnosis ☎ 051 709 5755

**R**ed and yellow and pink and green, orange and purple and blue, I can see a rainbow, see a rainbow, see a rainbow too. That was the song the happy people of Lulliat known as the Merry Men used to sing everyday, because they knew that the amazing rainbow which surrounded their planet was the source of their happiness and that the fantastic machine which generated that rainbow was the most fantastic and wonderful thing ever created.

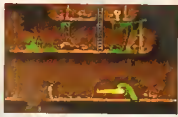
But as in real life, happiness is short lived, and so came the day that the inhabitants of Miniat decided to pay their neighbours on Lulliat a little visit. All was going well on the Merry Men's tour, until they came to the Rainbow Temple where the Marvellous Rainbow Machine was housed.

The people of Miniat did indeed agree with the Merry Men that the Rainbow Machine was a masterpiece. So much so, that the very same night they stole it, along with the Merry Men who were guarding the Rainbow Temple.



You play the part of Ben E Factor (Benefactor), ex-maine, who now devotes his life to helping people and you've intercepted the captured Merry Men's S.O.S signal, so off you must go to rescue them and the Rainbow Machine.

*Benefactor* is splendid game which bears (graphically anyway) a striking resemblance to *Lemmings*. The game itself requires you to find the keys which will unlock the doors to the Merry Men's cells. Once rescued, you and



the Merry Men must make it to the teleporter in order to escape.

*Benefactor* is full of cunning puzzles and lovely animations which makes it one of the best platform-based puzzle games out at the moment. ■

MT



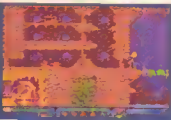
Long objects  
Short diagonal jump  
Ball  
Pick up  
Long run  
Long run  
Long run

88

# Extractors

■ Price: £29.99 ■ Publisher: Millennium ☎ 081 988 8888

**F**ive men at your beck and call, rushing here, there and everywhere at your command – sounds like heaven to me. And I also get to choose which assortment of chaps I want on my team. No, I'm not talking about a Blind Date for polygamists, it's *Extractors* from Millennium.



In the game you've the option to choose your five men team from three different races: Habbash – who are very intelligent but tend to get bored and sit down for no reason; Bolds – who have good stamina, heal quickly but are not so good at digging and finally Raldeen – who are fast diggers but tire easily. A combination of all types is best. The plot is simple: you've got to feed your band of merry men across 30 levels, destroying all the shield generators that are guarding the planet in order to reclaim it.

There are plenty of nasty creatures and henchmen trying to thwart your mission and your spaceship isn't the best, so you've got spend your time mining for fuel to make sure it can get you to the next level. You're not totally on your own though. Pick up enough precious stones and you can trade them in the shop for lots of goodies such as high-tech mining equipment, a first aid kit, weapons and maps to name a few.

In-game control is easy enough. There's an

icon bar at the bottom of the screen which you can use to get your diggers to dig, pick up, drop, teleport back to the spaceship and so on.

*Extractors* is an ideal game if you have a lot of patience and enjoy long term strategy. Unfortunately I am extremely impatient and spent most of my time getting annoyed with the little bighsters who kept wandering off, drowning, getting bored, and getting on my nerves generally. However, that's just me. It is well put together with nice graphics but unfortunately I found the gameplay a bit too boring to keep me hooked for a long time. ■

LC



Press  
to move  
Call up mine  
Shovel  
Dig  
Dig

75







# Skeleton Krew

■ Price: £29.99 ■ Publisher: Core Design Ⓢ 01322 297797

**T**he year is 2062, and Monstro City is at the mercy of evil krynogenics experimenter Moribund Kadavar. Ever since his monolithic krynogenics plant opened at the edge of the City, the populace of Monstro have been terrorised by a strange and hideous mutant known only as Psykogenix.

When news of the gongs on reached the Military Ascertainment Department (MAD) special operatives were dispatched to Monstro to give the mutants a damn good drubbing. Only one returned. His last few breaths tell of a terrible Psycho Machine being created by Moribund Kadavar in secret his lab, DEAD 1.

So MAD decide to get nasty, and send in the Skeleton Krew, a trio of hard core mercenaries who live for causing death and destruction. This is where you get the opportunity to take control of either Spine, Joint, or Rib in their attempts to stop the psychopathic Kadavar.

*Skeleton Krew* is an isometric shoot 'em up, where the aim of the game is quite simply to kill everything that moves. Each level has

hordes of mutants hell bent on tearing you to shreds.

Fortunately, you have at your disposal two different types of gun, the first a straight forward energy blaster allowing you to pick off the monsters at long range, the second being high powered energy mines which are devastating for those more intimate encounters.

*Skeleton Krew* is a brave attempt at producing a really instinctive shoot 'em up, but unfortunately the game is let down a tad by gameplay that could have been better. For example, every level is the same old thing, "oh look there's a monster BANG!", this gets incredibly boring FAST. The graphics, while being well drawn are very jerky, and some of the animation on the sprites is left wanting in some areas.

*Skeleton Krew* would have been a great game if some variety had been added to the gameplay, and if more time had been spent ironing out some of the game's little niggles, such



as the sprite animation and scrolling. Heaven knows why our editor gave it such a high mark last month. **MT**



48%  
Great graphics but terrible plot

# Dragonstone

■ Price: £29.99 ■ Publisher: Core Design Ⓢ 01322 297797

**N**ice graphics, pity about the gameplay' is a phrase that seems to have been bandied about concerning Core Design's latest RPG. I agree that the graphics are wonderful. Areas such as the woodlands and the village are beautifully detailed with lush greenery, chatty villagers, mysterious magicians, sparkling

ponds and such like. And there are plenty of good sound effects as well. The birds tweeting away in the woodlands, for example, add a great deal to the ambience.

However, I beg to differ with the attack on gameplay. Starting off in a woodland, you are a brave warrior armed only with a sword, left to your devices to work your way through the game, which involves lots of puzzle-solving and plenty of battling elegant goblins and snotty gnomes.

The main reason for *Dragonstone*'s failing is the gameplay department seems to have centred around the fact that when you are attacked by goblin type creatures they drain you of your energy so quickly that you die within seconds. I found this to be quite true the first few times that I attempted to play *Dragonstone*. However, when I consulted the manual's heady hints section it said that holding down one of the fire buttons and releasing carefully-timed

blows worked better than mindless hacking and slashing which is what I had been doing. Bearing this in mind I went back to the game and hey, guess what, it worked for me. Holding down on the fire button for long enough also released handy psychic bolts which didn't use up much of my energy and stunned my opponents long enough for me to kill them.

But there were times when I was clubbed to death by a greedy or without even getting a chance to retaliate which just left me feeling like chucking the game across the room. However, if you enjoy RPGs and are blessed with a nimble finger which can just get away from irritating goblins that lurch at you, then you do far worse than buying a copy of *Dragonstone*. **LC**



75%  
Great graphics but terrible plot





# VFM

## Ishar 2

**£12.99 Daze Marketing 0171 372 7435**

The *Ishar* trilogy is one of the top RPG series ever released on the Amiga, and *Ishar 2* is widely regarded as the best of the three.

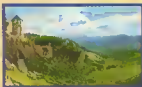
For those who like stories with lots of unpronounceable names, here's the plot in brief: The land of Kendoria is peaceful again. Krogh, offspring of Morgoth, has been defeated and the fortress of Ishar has become a safe haven for all of Arborea.

As the new ruler of the Ishar Fortress, you maintain law and order, and enjoy many years of peace and prosperity. Unfortunately though, that's about to come to a strange and sudden end. The old and wise alchemist Jon sends you a message warning you of a forthcoming danger to the land of Arborea, which marks the start of your quest to save Ishar, and all of Arborea.

The control system is very user friendly, with its simple icons. The screen is split up into different sections with a picture of all the characters currently under your control, as well as the main game window where all the action takes place.

Movement is controlled from a compass, and there's a map of the area that can be called up at anytime. *Ishar* is a great RPG which is very instinctive and easy to get into. Your mission to save Arborea is a bit vague which may annoy some people, but this just gave me a greater sense of freedom in the game.

The graphics are surprisingly detailed, and the sound does its job well. *Ishar 2* is possibly the best game of its type on the market at the moment. Now re-released at this budget price, it's even more attractive than ever. *MT*



**88** %

## Stardust

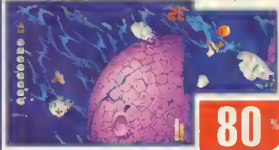
**£12.99 Daze Marketing 0171 372 7435**

It might seem strange that everyone should get so excited about an *Asteroids* game these days, but *Stardust* is a bit special. It's one of those games that's obviously been created by a team who love their work. Where others would have cut corners, Bloodhouse have lavished time and expertise onto the game, and the results are impressive.

Blasting rocks into smaller rocks until they disappear is the aim of the game. This time around though, the rocks are great big chunky lumps of granite, spinning wildly across the screen. Motherships and other alien craft put in occasional appearances to keep the pace up. The only thing missing is a decent cannon on the player's ship. Unlike the original machine gun from *Asteroids*, this one is a bit of a pea-shooter.

Every game needs a 'good bit', and *Stardust's* good bit is the tunnel sequence, in which you fly down a 3D shaft, blasting away at the debris that's thrown at you. It's a bit like *Microcosm*, only you don't need a CD32 to play it! If you like a bit of techno, you'll love the soundtrack, which is riddled with squiggly TB 303 riffs and pounding bass. Fab.

The trouble is, it can seem a bit like one of those posh birthday cakes you see in baker shops. There's plenty of flashy icing and decoration on top, but once you get past the marzipan you find it's filled out with old fruit cake. If you like fruit cake, that's fine, but don't expect a moist fondant-fancy *MT*.



**80** %

The basic premise behind the title is that you as Doctor Alan Grant, have been stranded on Isla Nebula with Dicky Attenborough's niece and nephew and there are lots of wild dino running around. Of course you've lost the kids so you've got to find them again and get off the island without getting eaten.

Believe it or not, *Jurassic Park* is not a platform game. Ocean have a long reputation for movie licence platformers, but they've gone for a scrolling shoot 'em up here. You start off armed with a lightning bolt projector, which kills small dinosaurs instantly, but will take longer to kill or stun larger creatures. This weapon has unlimited ammo, but as you progress you can pick up more powerful guns, which need ammunition.

There are terminals which provide maps of the island, show the location of dinosaurs and allow you to open and close gates to the various enclosures which form the 'levels' of the game. Some features of these terminals will not work all the time and you will have to return to them once you've completed tasks to find out where to go and what to do next.

The graphics look quite good and most of the larger dinosaur sprites are convincing in a shoot 'em up kind of way mimicking characters like the spinning dino from the movie, but once you start moving about it all falls apart. The sprite animation is OK, even good on some of the creatures, but the main character is too slow and shaky and the scrolling is very jerky. It's a bit like watching and playing a potentially good game with one of your mates holding the monitor and shaking it about. The music and sound effects are a redeeming factor, and the game is quite difficult too, but ultimately it's just not rewarding to play. *AD*

**58** %

## Jurassic Park

**£14.99 Ocean 0161 832 6633**



*Jurassic Park* is proof positive that a big film licence does not necessarily mean a great game, though it can mean that a mediocre game sells an awful lot of units.



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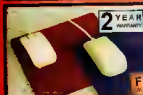
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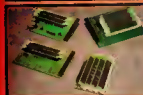
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# Adventure Helpline



V A M P

**VAMPYRA – THE  
'RAVE FROM THE  
GRAVE' – HAS GOT  
ALL OF THE  
ANSWERS. IF  
YOU'RE STUCK,  
THIS GIRL KNOWS  
HOW TO GET  
YOU GOING.**

## Innocent Until Caught

I bought *Innocent Until Caught* three months ago. I gave the woman her vase and I've given the bikini his silver ornament, so I have lots of money. I have tied everything, but I can't get past the robot and I can't get the hat from the tramp in the alley.

**Ronnie Dunsmore, Glasgow.**

The secret of success with the tramp is to dazzle him with the flashlights of a camera. You'll get this useful item from the pawnbroker if you give him the ickles which you get from the man seated in the bar. Coping with the robot is a little more difficult because you need to build a remote control unit, which is done by vaguely dropping a circuit board into a radio. Providing you have the screwdriver from the vending machine, (loosen it with some nails) you can give the robot a quick screw in exchange for his circuit board. Using the circuit board with the radio, (which is found lying around on the radio's platform) you have the power to control the robot guard.

## Operation Stealth

I am an Doctor. Why a helicopter with the girl. I secure the bomb with an elastic band then Glismes and the girl jump into the water. However, no matter what I do they always get eaten by sharks.

**Oystein Kristiansen, Norway.**

What do you expect them to get eaten by – *ovreses*? If you want to go jumping out of helicopters I suggest that you first take the precaution of taking a lifeline with you. While you were running around the corridors of the secret hide-out beating up guards and being a macho man, you should have taken some time out to search the garbage near the water fountain. Operate the garbage and you'll find the inflatable item no man should be without – an inflatable dinghy. While you are falling from the helicopter you should inflate

your note and then you'll be sure of a happy landing!

## Beneath A Steel Sky

I have got down through the club and into the sewers, but then the trouble starts. I've looked everywhere, but I can't find anything to kill the monster which is there. I can't even get out again.

**Matthew White, Salisbury.**

Sooner or later most people end up somewhere in the dark with a monster they can't get rid of. Like many monsters, this one does its evil work in the dark, so you must bring a bit of light to bore into the subject.

Near the entrance hole is a light socket which is waiting for you to insert the light bulb. Insert the bulb which you found on level one and this will solve your problem.

## Leisure Suit Larry II.

I really do need your help with LSL2. Please tell me how to get past the two KGB guards in front of the airport, as they always capture me when I go near them.

**Deve McLeen, Thetford.**

Pick a pretty flower from the jungle, and when the Hoer Krishna ferocious approach you, thrust the bloom into their hands. They'll be so surprised that they'll let you pass.

I do a similar trick with rugby players. Sing them a dirty song, then vomit into their laps, and you'll be amazed at how surprised they look.

## Kings Quest VI.

I need help with *Kings Quest VI*. I don't know how to cast the Paint Spell or how to get past the archer at the gate.

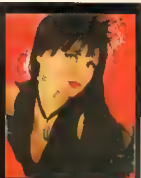
**Peter Simpeon, Broxburn.**

First you'll need a black feather which you can find at the bottom of the Logic

Cliffs (seems logical to me). Next you'll need a tea-spoon full of swamp ooze. Finally you'll need to add some gooey ooze from the River Suez which you'll get through the Realm of the Dead. Mix the loosed mixture with the black feather, then use the brush which you can get from the pawn shop to paint the picture of a door on the side of the castle. Finally, cast the spell to make a door appear.

The answer to the archer is pretty easy, you just need to have the shield. Of course you haven't got that or you wouldn't be stuck.

Look for the shield in the corridors. From the entrance go - N, N, E, N. Pick up the skull. Then go S, W, W, N, W. Step on the correct tiles to get across this room – you can work this out from the poem on page 35 of the game's hand book, or do it through trial and error. The shield is in the room just north of here. ■



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# Lords of the Realm

## PART 1

**Have those rampaging peasants eaten all your sheep? Maybe you need some good advice.**



**T**he most important thing to look at when starting out on any difficulty level is the state of the peasants and fields. Check how many hearts you have and whether this total is going up or down; then see how healthy your population is. If they are sick they will just get worse; you will lose population and you will not be able to create an army. Start off by cultivating grain and cattle and recovering lost fields. Cattle are of prime importance because dairy products feeds people in the ratio of one cow to ten people.

Doubling or tripling the people's rations will make them healthy in a

couple of seasons. Adjust the food bar so that stored grain is the first thing to go, then sheep and then cattle. A trader will probably appear in your county during the first few rounds, and on easier levels you will have quite a few crowns to buy cattle, bringing the amount stored up to one tenth of your human population. That way the peasants will not eat any grain or livestock; dairy products will feed them all. Once the peasants are healthy and the amount of hearts is rising you can make moderate increases in taxes. This should pay for more sheep and cattle.

You could sell all of your grain and buy cattle instead – as long as you are able to keep the 1:10 ratio intact, the dairy products will feed everyone. This will free up a lot of people for land reclamation, mining, forestry and building. But don't die; count grain farming, when your population gets big it can be profitable.

### Seasons

There are two seasons that are extremely important in Realm: autumn

and winter. Autumn and Winter: Autumn deserves attention for grain farming. Make as many of your peasants available as possible by cutting down to the bare minimum for cattle and sheep tending, while reducing field maintenance to a level where if you take one more peasant off duty you will lose a field. This will ensure maximum harvest. In winter you will need to concentrate labour on planting for the spring. It is a good idea to allocate more fields to grain, cattle and sheep at this stage too – if there is a flood or drought you won't lose anything.

Sheep are potentially your biggest avenue earlier at the beginning of the game – they will yield wool in the spring and this can be sold as a product at market without reducing food stores. They also breed in great numbers in the winter months if you assign enough peasants to them; so do this even to the detriment of sowing grain. If you can get hold of 100 sheep by autumn time you will be on target for an increase of 10-20 lambs over winter and 120 bales of wool in the spring, worth around 2000-3000 crowns – and that will buy a lot of food and mercenaries.

Intensive sheep farming in all of your counties at the beginning of the game will bring down the price of wool eventually so you'll need to concentrate on something else when this starts to happen, like mining or grain. If you really want to stick to sheep then you'll need to stop selling wool every year. By doing this in a typical supply and demand scenario, the price of wool will eventually creep back up, making it economically viable again.

### Armies

Mercenaries are useful and relatively cheap, but don't be tempted to hire too many at the start, and never use a large army for defence, even if you



**A** When you've taken over half of the country, lords will make it a move along about your skill as a ruler. Other lords will be out to get you.



**A** Buy plenty of swords for your greatest army.

can afford it. They will eat your realm into bankruptcy. As soon as you raise an army move it out of your county and let it live off someone else's produce.

You will never win the game with mercenaries though. Sooner or later you will have to raise and arm a peasant army. This is actually a superb way of controlling your counties' populations too. Raising an army of 48% of a county's population will be unpopular and reduce the people's happiness but, provided you increase rations or buy them beer, they will recover quickly and there will be a lot of fewer mouths to feed in the long term.

Weapons are expensive but essential if you want a real army, not just a rabble with butter knives and bent pitchforks. This is where your wool exports will come in useful, sell wool and buy weapons, then equip as much of the army as possible and bulk it out with peasants.

### Next month

Next month we'll deal with siege warfare and what to do when you've got half of the country and

Count's and trade...

**Flemish Bill** Gossip?

Your treasury contains  
8883 crowns +147

The Market Place

Stock	NO	Yes	NO	Yes	NO	Yes	NO	Yes
Sell	22	10	308	167	858			
Buy	28	13	382	208	1064			

Click on a price to buy or sell goods.

**A** Oh, I realize that you're going to think I'm a bit petty, but check out those 5002 bales of wool! Sell that and you've got 10 820 Crowns, bringing your total to 10 883 Crowns.

# Dreamweb Tips

Here's the first part of the solution to Empire's top-rated heavy on the murder adventure game, **Dreamweb**.

## PART 1

### Eden's Flat

In Eden's flat go to the disk and take the wallet. Exit the room by heading right and examine the microcassette. Open it, take the key and place it in Ryan's inventory. Call the lift, enter it and use the controls to the right of the doors. You're now in Ryan's garage. Examine the car, take the screwdriver and wrench. Leave the garage via the doors to the south. Proceed left. On the travel screen select Ryan's Flat. Head north until Ryan reaches two doors. Enter the left door by entering the code 5105 (which you can discover either inside your wallet or in the Diary of a Madman which comes with the game).



### Ryan's Flat

In Ryan's bedroom pick up the knife on the bed. Pick up the network cartridge marked 'Impertant', nearest to the network reaches. Examine the network interface by the window, open it and put the network cartridge inside. Now examine the network monitor and use it. Once the machine has booted up type LIST and press ENTER. Type LOGON RYAN and enter BLACKORAGON as the password (as listed in the Diary of a Madman). Type LIST CARTRIDGE and then READ PRIVATE. Take down the floor edict in Eden and your best mate Louis. Find free to read more of the set stuff but there's a lot of any essential info listed as yet.



### Louis' Flat

Select Louis' flat from the travel screen. Upon arriving you'll be mugged. You can't stop this, but don't worry, the ruggers are only after your trousers. You can't leave the area until Ryan has suitable replacements. So, go south, the door here is Louis'. Enter by inputting the code 8239. Inside Louis' flat open the toilet doors and talk to Louis. Pick up and wear both the trousers. Open the cupboard with the drinks machine on top, take the red pool card and place it into your inventory. Examine it. You now know where the pool hall is and will be able to go there. Leave Louis' flat and return to the travel screen or for a laugh try using one of the dodgy cigarettes lying on the floor.



### Sparky's Bar

Open your wallet, take the cashcard out and place it in Ryan's inventory. Select Sparky's Bar from the travel screen and enter it. Walk to the seat in front of Sparky, examine it and then use it. Talk to Sparky, then examine the credit card reader with the credit card in your inventory. Check your balance by using the card. Talk to the man next to you who will tell you about rock star David Crane, who's staying at the hotel, which you can now go to. But not yet! Leave the bar, return to the travel screen and proceed to the pool hall.



### The Pool Hall

Enter the lift in the pool hall and use the controls. Talk to the bartender, and he'll tell you where you can buy a gun to kill David Crane. Walk left until the end of the corridor and go through the door directly to the south by entering the code 9222. Now you're in Silverman's office. Put Ryan's credit card in the reader as Silverman's desk and then take the gun from the desk. Don't try anything clever with the gun or you're history! Return to the travel screen.



### The Regency Hotel

Talk to the receptionist. Use Ryan's credit card on the reader and watch out for the security pass that appears in front of the receptionist. Take it. Enter the lift by using the security pass and then use the lift controls with the room key. Exit the lift and go left and down. Find the axe by examining the freestanding and then opening it. Take the axe. Go back into the lift and use the controls with the knife you picked up from Ryan's flat. Examine the wire and use it with the knife again. Examine the handle and use it. Now you're on top of the lift. Examine the lift doors and use them with the axe. Outside the lift use the axe as soon as the watch icon changes to a hand. The guard will shoot but miss you, so select the gun from your inventory screen and use it immediately. Now walk left and down and examine the gun. Watch the sexy bit and then waste David Crane. Don't waste any time or another guard will shoot you.



### The Dreamweb

You're now in the Dreamweb, talk to the mob. Exit by using the first door on the right at the bottom. Use the key from the microcassette in the plinth and Ryan will wake up in a ship in the alley. Walk right and down. Return home and use the network monitor. Type LIST NEWSNET, READ TVSPECIAL and EXIT. Here you'll get all the information about the General, the second person Ryan must kill. Join us next month as the General and few more besides get their cards.







There's a whole world of free software out there! The Amiga public domain scene is unique. To many, it's the lifeblood of the Amiga itself. Whether you're into demos, graphics, music, programming, games, or whatever, there's always something for you in the public domain. The best thing is, it all costs virtually next to nothing! This month we've scoured the globe to bring you a guide to the world's best PD.

#### Varieties of PD

##### PUBLIC DOMAIN

Software that can be copied free of charge.

##### FREEWARE

Can be copied and shared as long as no profit is made.

##### SHAREWARE

Like freeware but you must 'buy' the software for a small fee, often around £10.

##### LICENSEWARE

You cannot copy the software and all profits go to the author.

# Public Domain Special

We start with three pages of charts, taking into account everything from the last year or two. Then we've got our usual reviews of current disks. It's all topped off with a round up of the latest public domain CD-ROM discs. Turn to page 87 for addresses and prices of all suppliers.

## Top 10 Games

### 1. Spectrum AGA Emulator

Not a game in itself, but the emulator comes with plenty of classic Spectrum games on disk for your Amiga. On-Line PD 1 Disk

### 2. Donkey Kong

Good old Donkey Kong, the original platform game, converted faithfully to your favourite computer. Software 2000 no. G334 1 disk (not A1200)

### 3. Galaga Deluxe

Another classic from the eras of yesterday, and a decent shoot 'em up in its own right. KT's PD 2 disks

### 4. The Unusual World of Doctor Strange

Space Panic gets an overhaul with a Frankenstein-style setting. 17 Bit Software 1 disk



▲ If a classic grabs you, you'll find plenty in the public domain, including Battle Zone. Space Panic, Lord of the Rings, Donkey Kong, Galaga, Peng and more!



▲ Surely you're lost for gambling without losing a penny, with Super Mega Fruits.

### 5. Starwoids

Mix Thrust, Asteroids and Odds with the plot from Star Wars and you get a top shoot 'em up called Starwoids. On-Line PD 2 disks

### 6. Wayne's World Pong

The simplest video game ever gets a new lease of life with some Wayne's World sound effect samples.

### 7. Speedtris

One of the best versions of Tetris, including a simultaneous two-player mode, and a few other new twists. F1 Licenseware 1 disk

### 8. Magnetic Fields Tanks

Battle Zone with few new additions, but it's still a slippery-smooth 3D shoot 'em up. On-Line PD 1 disk

### 9. Super Mega Fruits

Fruit machine emulator with awful sound effects, but could be a cheap distraction for fruity addicts. On-Line PD 1 disk

### 10. Tony and Friends in Kellogg's Land

Cute platform game featuring characters from your favourite breakfast cereals. It's PD and copyright-free according to the supplier. Do Kellogg's know? Mr K Dagnall 1 disk





▲ The aptly-named *Psychodelic* with its sunny colour wheels.



▲ *Mesa Fingers* - stylised video of people dancing. It's good, honest!

### 18. Mindflow

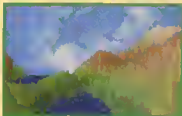
A long trippy fractal zoom and plenty of converted bitmap effects  
17 Bit Software 1 disk Requires 2Mb  
Fast RAM

### 19. Nexus 7

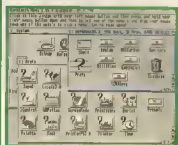
Rad hot blobs of molten goo, a cute angle-poise lamp, and a picnic hamper of bitsa supporting objects  
Visage Computers 1 disk

### 20. Ariel Ultra

The Polka Brothers slip in a record fourth entry to the chart (they are also responsible for Gevalia, Friday at Eight and Twisted). Good speedy fun.  
Visage Computers. 1 disk



▲ Mesa fractal landscape. Brilliant!



▲ Improve your productivity with one choice of PD utilities

### 5. Guitar Chord Directory

Even Starway to Heaven gets a bit boring after a while. Time to learn some new chords! 1 disk  
Robert Stanley Licenseware £5 inc. P&P

## Graphics Applications

### 1. Blackboard 3

A great introduction to image processing, despite the lousy interface  
F1 Licenseware £5.99 inc. P&P 1 disk

### 2. Imagestudio

More image processing. Makes a brilliant sidekick to Blackboard  
Andrew Dean Licenseware £10 inc. P&P 1 disk

### 3. Main Actor

Superb animation utility that can also convert between different animation file formats  
KEW=II Software Shareware £3 inc. P&P 1 disk

### 4. Viewtek

Graphics file viewer par excellence. Works with most normal graphics files including JPEGs, IFF 24bit, GIF and Animations. Prices of Eight Freeware £1 plus 50p P&P 1 disk

### 5. QuickGrab

The main screen grabber we use for this magazine. Will grab almost any Workbench-launched screen, but won't grab most games  
Pieces of Eight Freeware £1 plus 50p P&P 1 disk



▲ There's so much you can do with your Amiga and a bit of PD!

## Sound

### 1. OctaMED V2.0

Extremely powerful music sequencer that seamlessly combines Amiga samples and MIDI music  
Seasoft 1 disk

### 2. ProTracker 3

OctaMED's more widely-used rival. Includes most features of OctaMED 2 but no MIDI sequencing  
Software 2000 1 disk

### 3. X-Beat Pro V3

Excellent 4 track drum machine with optional bassline sequencer. Very easy to use  
Battle Axe PD 1 disk

### 4. Sound Machine

Converts the PC standard WAV and VOC sound sample formats to IFF for use with the

Amiga and vice versa. Very handy for use with PC-orientated CD-ROMs  
Valley PD 1 disk

### 5. Urban Shakedown Samples

Six disks of high quality dance samples, including loops, breakbeats, vocals, synths, drums and effects. The best  
NBS 6 disks £6.95 plus 50p P&P

## Education

### 1. Kid's Disks 1-6

Fun, friendly and enjoyable. Better than most commercial efforts  
Duncan Mosan Freeware  
6 disks for £8 inc. P&P

### 2. Fast Fret

Every guitarist's dream. Learn to play at lightning speed. 1 disk  
17 Bit Software. Licenseware  
£3.50 plus 50p P&P

### 3. Introduction to Workbench and AmigaDOS

Beginner's guide to using the Amiga  
F1 Licenseware £4.99 inc. P&P 1 disk

### 4. Typing Tutor

Teach yourself to type the easy way. 17 Bit Software. Licenseware £3.50 plus 50p P&P 1 disk



▲ Navigate the camera jungle with *CartoonGlobe*

Benish boredom.

- write a book

Once upon a time  
in a house by a  
forest lived a girl.  
She was called  
Red Riding Hood.



▲ Create your own picture books for fun. *Benish Disks 1-6 above.*



## KIDS STUFF volume

## KIDS STUFF volume

A selection to games, field and educational programs which are all compiled for all this month 15 years of age school for students on the long weekends.

Look at Different Game Educational Programs Field Programs Kids Chores and many other program

EE 79  
D (1/18/82+)

## FILE MANAGERS

It's easy to lose track of your files as you copy a program to the wrong directory! No need to use the C++ mouse drag-and-drop file copying, organizing and deletion. Easy!

File v2.4      ABC Drive  
 Merge v2      [Dir Where] 62  
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 and others!

78  
 DFW

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## Programming

### 1. GNU C, C++ and Obj. C

The most comprehensive PD programming language ever. Only experts need apply. Requires 16Mb hard disk space and at least 4Mb memory. Pieces of Eight: 10 disks. £10 plus £3 50 P6P



▲ A lovely ripple effect, yesterday

### 2. DICE C

The most popular PD C language. Ideal for newcomers to C. Roberta Smith DTP 2 disks. Shareware £1 80 plus 70p P6P

### 3. Menus and More

Multimedia for the masses. Use this month's PD utilities! 1 disk. Pieces of Eight Shareware £1 plus 50p P6P

### 4. C Manual

Everything you ever wanted to know about C. But were afraid to ask. Deltrax PD 12 disks. £13 80 inc. P6P

### 5. The C Manual

Teaches you how to program in C (not the same as above!) A little rough but good for beginners. Pieces of Eight 4 disks. £4 plus £1 P6P

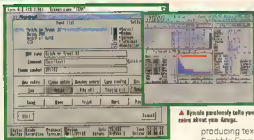
## Comms

### 1. Comms Guide 2

A must for anyone new to comms. A shining example of how to use AmigaGuis



▲ The Munster answers package



▲ Term, one of the top Comms packages available from PD libraries

Paul Moore freeware £1 plus 50p P6P 1 disk

### 2. Amiga Point

Instant FidoNet access for beginners (see this month's PD Utilities). Pieces of Eight Shareware £1 plus 50p P6P 1 disk

### 3. NComm 2

Good modern software for beginners. Simple to set up, easy to run. Scribble PD Shareware £1 plus 75p P6P 1 disk

### 4. Term 4.1

Heavyweight modern software. Needs a multi-screen monitor, hard disk and lots of memory to work at its best. OnLine PD 4 disks. Shareware £3 plus £1 50 P6P

### 5. PGP

Security software the CIA wanted banned. Essential if you're on the Internet. 17 Bit Software £1 50 plus 50p P6P 1 disk

## Small Utilities

### 1. LHA

The most popular compression program for the Amiga. AmigaNuts. Shareware £1 25 plus 60p P6P 1 disk

### 2. Sysinfo

Compare the speed and memory of your machine against others in the Amiga range. 17 Bit Software Shareware £1 50 plus 50p P6P 1 disk

### 3. DMS 2

Compresses a whole disk into a single file. We use it for our cover disks. Pieces of Eight Shareware £1 plus 50p P6P 1 disk

### 4. CacheFont

Keeps track of your fonts, and saves time when selecting new fonts. Scribble PD Shareware £1 plus 75p P6P 1 disk

### 5. Snoop DOS 3

Displays the names and locations of programs and libraries as they are loaded by Workbench. Useful for de-bugging and trouble-shooting. Scribble PD Shareware £1 plus 75p P6P 1 disk

## Applications

### 1. GoldEd

The Text editor of choice for programmers. Doubles up as a word processor. Pieces of Eight: 3 disks. Shareware £3 plus 75p P6P

### 2. Final Wrapper

Macros for Final Writer for producing text spools etc. Scribble Freeware £1 plus 75p P6P 1 disk

### 3. Disk Salv

Repairs damaged disks. Very handy. KEW=II Shareware £1 60 inc. P6P 1 disk

### 4. Text Engine 4.1

Word Processor for beginners. Includes spell checker. Pieces of Eight Shareware £1 plus 50p P6P 1 disk

### 5. Magic CX

Various bits and pieces: new commodities, exchange, screen blanks, a calendar, pop up menus etc. Roberts Smith DTP Shareware 75p plus 75p P6P 1 disk

### 6. ParBench

Allows you to link two Amigas together using a parallel cable. 17 Bit Software Shareware £1 50 plus 50p P6P 1 disk

### 7. A Backup

Backup your hard disk to floppy. Keeps important files safe. Roberts Smith DTP Shareware 75p plus 75p P6P 1 disk

### 6. Account Ability 2

Simple accounts system for the home or a small business. Jack Pitchard Shareware. £1 60 inc. P6P 1 disk

### 9. Re-Orig

Optimises and speeds up your disks. Pieces of Eight Shareware £1 plus 50p P6P 1 disk

### 10. M-Tool Read and write.

LHA archived files from a Directory Opus-style front end. Pieces of Eight Shareware £1 plus 50p P6P 1 disk



▲ GoldEd, the programmer's text editor





Over the next  
two pages  
you'll find  
reviews of the  
best new seri-  
ous PD disks.

# PD Utilities

## Spellbinder's Magic Pack workbench enhancements

This is a neat collection of six disks covering every aspect of updating your Workbench. The set is aimed squarely at hard disk users. It's all based around that modern essential, *Magic Workbench*. The pack starts by offering you loads of replacement icons and backdrops. It really does make your Workbench look ten times better than before. Far more relaxing on the eye and enjoyable to navigate.

There are also several extras in the pack which make it even more useful. There's *SmallMagic* which has all the standard *MagicWB* icons, but resized for use with an ordinary monitor. The standard *MagicWB* icons are designed for use with multiscreen monitors and can look a bit odd on an ordinary screen.

There's *Magic Selector*, a fun utility to change the Workbench backdrop and sounds every time you boot up. Then there's *Button Menu* which creates a kind of tool bar from which you can run programs a great time saver. It has the added advantage that it can be switched off. Lastly there's *MagicCX*.

This one's a bit special. It adds a whole host of new facilities to your Workbench. There are simple things like a calendar, a mouse accelerator, "click to front" windows and a clock. There are also more sophisticated things like the fractal screen blander and a disk formatting system. *Spellbinder's Magic Pack* works quite happily on any hard drive-equipped OS 2+ Amiga.

**Available from: Prices of Eight, 30  
Henover Buildings,  
Southampton SO1  
1JU. Tel: 01703  
399234. Price: £6  
plus £2 P&P.**



## Big Dummies Guide to the Internet comms guide



Just some of the big dummies guide to the Internet. A pretty handy tool if you're new to the Net.

**The Big Dummies Guide To The Internet** is another of those manuals for the Internet, presented in a hypertext format, using the *AmigaGuide* Workbench 3 utility. The concept is great, and the *AmigaGuide* programming is proficient. The text is informative and often useful.

There are two major problems, however. The guide is just too big to negotiate easily, and has next to nothing on how to set up your software. Even though in some places the text is a bit long winded, I would rather see too much text than not enough. It definitely needs more information on setting up for Internet access, as this is the hardest part of getting on the Net.

It really needs someone who knows how to set up *Amiga* Internet software. On the whole, *BDG* is promising but doesn't quite deliver the goods. It's still worth reading if you're interested.

**Available from: 17 bit Software, 1st Floor  
Offices, 2/5 Market  
Street, Wakefield, West  
Yorkshire WF1 1DH.  
Tel: 0924 386982. Price:  
£1.50 plus 50p P&P**

## Hardware Projects

### Diy electronics

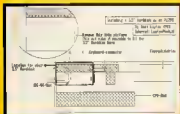
This disk makes a nice change. It's all about making your own leads, peripherals and adapting ready-made stuff for your Amiga. Amongst the many projects there is a sound sampler, a MIDI interface, a VGA monitor adaptor and a 3 1/2" IDE hard drive cable. It even shows you how to fit a 3 1/2" IDE drive into an A1200.

I didn't try to build any of the projects, though the IDE cable proved to be the same as the one I already have, and the projects all seem genuine enough. But be warned, tampering with your Amiga hardware can be dangerous. One slip of the soldering iron could

spell the end for your beloved machine.

This disk is just the ticket if you enjoy building your own stuff. There are 14 projects, which should be enough to keep you occupied for a while.

**Available from: Saddle Tramps PD,  
1 Lower Mill Close, Goldthorpe,  
Rotherham S63  
9BY. Tel: 01709  
888127. Price:  
95p plus  
50p P&P.**



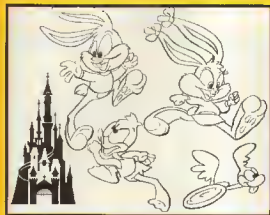
90%

80%

80%

## Tiny Toons Clip art

cartoon pictures



A Don't you just love them? Enjoy! Where's the hammer?

This disk had a lucky reprieve, as the colour clips on the disk I loaded first are dreadful. Because of this I almost binned it there and then. Fortunately, the black and white clip art is well worth a look.

Whether they're for your own productions or just for the kids to colour in, the pictures should come in very handy. It's difficult to tell whether they've been drawn or scanned, but either way, the quality is high enough for use in a number of amateur and professional applications.

**Available from:** OnLine PQ, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834335. Price: 75p plus 75p P&P.

**80** %

## The Ultimate Degradar

### degrader

If you have an AGA machine and some old software which is incompatible, this is the fastest you need. Options include disabling Fast memory and rebooting your system as a 1.3 machine. You can also get your Chip memory to act as Fast memory, disable caches, switch off various parts of the AGA chipset and change the monitor types.

It won't get everything to run, but it's still easily the best degrader available. **Available from:** Freestyle PD, 108 Woodside Way, West Heath, Willenhall, West Midlands WV12 8NH. Tel: 01922 710985.

Price: £1.60  
including P&P

**70** %

## Icon Tool Box

### workbench icon utility

This one's a bit of an oddball. The program is designed to manipulate icons, though not as you might expect. It has no editor for instance. It makes up for that minor omission in speed with some really outrageous features instead. The heart of the program revolves around converting icons back and forth from IFF files. It's a simply brilliant idea as it means you can use things like digitised pictures or your favourite artwork.

The program also has many other features that include converting an entire directory of icons, and changing just an icon's picture whilst preserving its attributes (e.g. tooltypes and window size). It even has an option to wrap an icon or picture around a sphere.

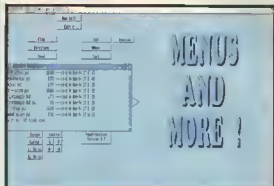


**Available from:** 17 bit Software, 1st Floor Offices, 2/8 Market Street, Wetherfield, West York shire WF1 1OH. Tel: 0924 366982. Price: £1.50 plus 50p P&P.

**80** %

## Menu Menu System

menu options system



This is a system for making your own push-button menus although it's limited to using standard Amiga buttons. This can make your menus look more professional, an import factor in presentation, but it's a limit all the same. The program is controlled by a script, which means you have to learn to program it. *Menu's* one outstanding advantage is that it is only 11K in size.

There's also an AmigaGuide replacement program on the disk called *Hyper*. It's a reasonable little program in that it looks a bit better than the original and can load PowerPacked guide files. Worth remembering if you're hard up for space.

**Available from:** Freestyle PQ, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 8NH. Tel: 01922 710985. Price: £1.50 including P&P.

**60** %

## Amiga Point 2.1

### fidonet comms utilities

Calling all modem users! This is instant FidoNet. Unless you know exactly what you're doing and have large amounts of disk mind- persistence, setting up your Amiga to be a FidoNet "point" is a right royal pain. Until now.

Once you've installed the system, it'll ask you a few questions which you'll need to get your "node manager" (the bloke who runs the local bulletin board) to answer, and that's it. No fuss, no bother.

Stuart Orlie, John Keniry and Harry Ganery are hereby nominated as heroes of the Amiga comms world. This is comms for the masses, exactly as it should be. **Available from:** Pieces of Eight, 30 Hanover Buildings, Southampton SO1 1JU. Tel: 01703 395234.

Price: £1 plus 50p P&P.

**95** %

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### 3500 (AB) MAG 5 ISSUE 7

Popular Sci Fi RPG Mag  
3508 METAL FORNULA  
Graphic Adventure Game  
3509 POKER MANIA  
Good computer poker game  
3510 FI DEMOS  
Inc. 31 Artist & Ultimate  
3511 THIRD DIMENSION NO 10  
The 3D Zone, 3D Disk Mag  
3512 GAMMA SHOWDOWN  
Demo version, Best em up  
3513 GRAPHIC UTILITY NO 2  
Libs & Magic Word Icons  
3514 (AB) TRAVEL GUIDE  
Travel guide to the world  
3515 CYBERPUNK NOW NO 4  
Lots of Cyber related articles  
3516 NEW UTILS NO 5  
Latest Libs Slash  
3517 DESERT ISLAND DICK  
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3519 ROBOTS HOT STASH NO  
Includes Viruscheck 0.30  
3520 FINAL WRITER PACT  
Supports an text writer by acq  
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Hyperbook History Program  
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All these nasty V's!  
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3531 PHASE 4 INDEX  
Access front and 2 drives required  
3532 JIMMO JAM  
Amiga's Best Driving Game  
3533 INSTANT COMBUSTION  
Another Super Sports Demo  
3534 ROBOTS HOT STASH 2  
Updated HD Libs  
3535 ROBOTS HOT STASH 2  
Includes latest virus 2!  
3536 IMAGINE BITS & BOBS  
Inc. Amiga scripts for imagine 3  
3537 GAMES DISK  
Top Hat Willy & Crazy Challenge

### 3528 MAGIC SELECTOR V1.40

Changes Backgrounds & Adds SFX  
3529 TERM V2.3.1  
Includes Libs & Libraries  
3530 TERM V2.0.30 - VERSION  
Archives with file installed  
3531 TERM V2.2  
CD Version with Docs  
3532 LYON KING CAROUSETS  
Fast and free with 3.1.1  
3533 THIRD DIMENSION NO 9  
3D User Magazine  
3534 DISK STIR V1  
3535 (AB) Libs (Partial)

### ON FORM V1.23

perb Invoice Print  
3536 ADDRESS PRINT V4  
Address & Mailshot Plug  
3537 PERHELION CARDET  
Fantasy / Sci Fi Cardset  
3538 RIPPING YARNS CARDET  
British Cartoon Raunch Cardset  
3539 SHERYLIN FENN CARDET  
Surrey Kneebles Cardset  
3540 VIPER AGA  
3 Players Light Cycles, Shwarre  
3541 ROBOTS HOT STASH NO 1  
Latest of new Libs  
3542 MIMMO PICTURE V1.1 D  
Western graphic package  
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Includes multi mode v3 08  
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3546 ROBOTS HOT STASH 2B  
Includes multi mode v3 08  
3547 ROBOTS HOT STASH 2B  
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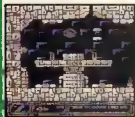
# PD Scene

Take your pick from this month's selection of PD disks - all for your entertainment.

## Aquanaut game

From the author of *Giddy and Motion Sinks Back*, *Aquanaut* is a slick shoot 'em up, along the lines of the classic 8-bit hit *Cyberman*. It's set in sub-aqua scrolling maze, filled with fish, mines and an assortment of nasty aliens. Extra weapons can be picked up to help you through the trickier sections. The only thing that lets it down is the lack of urgency if you want, you can play the game at a snail's pace, as the aliens don't come at you until you're right next to them. Apart from that, it's a lovely game, and I wouldn't have a word said against it.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392 493580. Price: £3.99 including P+R.



AMIGA  
DEMO  
OF THE  
MONTH

85%

## Say Demo and other utils utility compilation

This just missed the deadline for the utilities section, so we've squeezed it in here instead. The best part of this utility compilation is the speech synthesiser *Say Demo*, a simple program that speaks whatever text you type into it. Although it makes some attempt to speak with expression it still sounds computerised but it's still great fun to mess around with.

The disk also includes a dice simulator and a Connect 4 game. The dice simulator generates numbers using dice graphics and the Connect 4 game is a competent version of the game. This disk comes as part of a three-disk collection, which also includes a led a paint package, a Pong game and a joystick tester. Worth a look for the speech toy. Available from: Andrew Fisher, Ingleside, 80 Burgh Lane, Mattishall, E Dereham, Norfolk, NR20 3QR. Price: £5 including P+R.

85%

## Ilyad AGA demo

There's plenty of good 3D graphics in this 4-disk set, but there doesn't seem to be any link. If you've got 3Mb of hard drive space, an AGA Amiga and 4Mb of Fast RAM, you can sit back and watch a stream of pen-rendered and realtime generated 3D space scenes. There's a soundtrack that threatens to get the pulse racing, but never quite manages it. 3D fans should check it out all the same.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 01922 710985. Price: £3 plus 75p P+R.

85%

## Disk Magazines

### Raw issue 7

Opinionated and heated debate seems to come high on the agenda with most disk mags covering the Amiga demo scene, and there's no shortage of it in the latest issue of *Raw*.

A lot of the articles are awkward to read, as they've been written by people whose native language may not necessarily be English but it's all been translated into English. Most of it is quite vehement, so it makes it all the more interesting reading for any one on the scene.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 01922 710985. Price: £7.50 plus 75p P+R.

### Upstream issue 10

More chat, news and opinions from the demo scene in a similar style to that of *Raw*. There's a lot of many articles in *Upstream*, but there's still enough to keep you busy for a while.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 01922 710985. Price: £7.50 plus 75p P+R.



79%



76%

## Cybersphere game



**Breakout. Need I say more?** Well, it's not exactly *Breakout*, it's more like *Arkanoid*, the updated version in which you don't just bounce a ball off a lead of bricks, but you also get a few bonus pickups. The only thing that lets this down is the lack of speed, which makes it a bit too easy. A good 'un for the kids though.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 01922 710985. Price: £7.50 plus 75p P+R.

72%





YUTTER CHILDREN: Life imitates  
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 KIDZ: WAPPA  
 KICKER CAME  
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 B BLOWN/STONE: Boston clone  
 CM WORLD (2 drs)  
 MAYS LAND 2 plays  
 MACHOPH: actor Max CM  
 DOKER C: ryan  
 TEA: Wheel of fortune  
 MACCARR: Puccini clone  
 HENRIARD (7 drs) / Mingling  
 L: LO 1 class adventure  
 FLO 7 hours appt  
 RELEASE: 11 Saturday Island moral  
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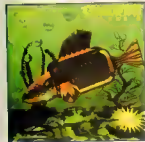
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# PD CD-ROMS

One of the best ways to get your PD fix is from CD-ROM compilations. Here are six of the best and two of the rest.



## Gold Fish 2

The Gold Fish CDs are clever compared to the fish paste of other CD-ROMs. Volume 1 scored the highest mark in our CD round-up last month (84%) thanks to its friendly storage system (all disks are stored in both compressed and uncompressed format) and the fact that it contains every Fied Fish disk from 1 to 1000. Volume 1 also has a simple text search system for finding particular programs.

Volume 2 compares very well. It's a completely new set of programs, utilities and tools. This time it's the Fresh Fish collection from volumes one to seven. It's much of the same type of stuff as on the first disc.

A real bonus is its simple program name and program type search system that allows you to locate bits and bobs easily. The Gold Fish 2 compilation lives up to expectations and is more than worth the asking price of £29.99 - recommended.

**PD Soft. Price: £29.99**

**85%**



## Power Games

Packed with over 500 games this single CD offers something for game players of every kind. All the games are PD, and there doesn't seem to have been any quality control exercised here, so among the better games, there are plenty of complete turkeys. Even so, there's enough variety to cater for fans of all games.

A collection of demos and hints and tips for commercial games can also be found on the disc, and although many of them are quite old, they're bound to come in handy at some time.

Twenty quid for 500 games is a bargain, and even if you only end up playing a handful of those on the disc you'll still have saved money. The number of good games and the commercial game hints combine to raise this CD above the quality of many PD compilation CDs.

**PD Soft. Price: £19.99**

**79%**



## Ultimedia 1 and 2

For anyone requiring lots of images and sound files, this CD pack will be a boon. For £30 you get two CDs packed with animations, textures, pictures, and sound files. The quality of the images and sound files is impressive, particularly the photos. There are a few niggles, though. Whilst the pictures are grouped under sensible headings (animals, landscapes etc) the individual files have meaningless names such as "MIF0006.GIF".

Also many of the images and all of the sound files and animations are in non-Amiga file formats. Animations are stored in FLI format, sounds are stored as WAV files and many of the pictures are in the GIF format. There are conversion utilities on the disc, but it would have been far better had they been converted by the CD compilers. Even so, £30 gets you two CDs stuffed with high quality pictures - which can't be bad.

**PD Soft. Price: £29.99**

**85%**



## Clip art .GIF Professional

Although the back cover of this CD is adorned with pictures of 'babes' in various states of undress, there are actually relatively few pictures of girls on the disc itself - although there are still more than on other clip art CDs. All the pictures use no more than 256 colours and come in GIF format, but unlike the Ultimedia collection there aren't any utilities to read or convert the GIFs to IFFs. Unless your graphics package can read GIFs, they'll need to be converted before you can use them.

Much of the material on the CD is pretty ropey, both in terms of subject matter and picture quality. However, you're bound to find quite a lot of useful stuff in a collection of this size. Most of it is fairly well organised into descriptive directories, which makes it easy to find what you're after. At £19.99 it's more than worth having if you need a collection of colour clip art.

**PD Soft. Price: £19.99**

**82%**



Get your utilities here. Any type of utility you can think of is bound to be somewhere on this disk. What a bargain!

## Aminet Set 1

For £27.99 you get four CDs of software and data - that's 2600Mb of Amiga programs and files! And they are all from the public domain. Practically every type of Amiga utility is on here, along with bucket loads of images, textures, games, programming utilities, sound files, hardware drivers, animations - well you get the idea. No matter what you do with your Amiga, you'll find something here.

Accessing the individual programs and files is a cinch and finding what you're looking for is made easy by a helpful disc index on the outside of the packaging and simple search software on the discs. For CD owners Amiga users this is an absolute must. It's quite simply the best value CD compilation around, and is a gold mine for Amiga owners.

**PD Soft. Price: £27.99**



This baby's gone packed with more better than sound. Unfortunately most of the samples are not that great quality.

## Sounds Terrific

Packed with audio samples, Amiga musicians will love this two-disc set. Various file formats are used. You'll find a mix of OctMED and SoundTracker modules, MIDI files, IFF, VOC and WAV samples. Some Scores, and more. There are plenty of player and conversion utilities. Sound quality varies from one sample to the next. As with most CDs, much of the data is complete crap, although there's enough good stuff to make it worthwhile.

What's frustrating is that many of the sounds are potentially very useful, but have been sampled so badly that they're a waste of space.

If you don't have access to a sampler, or you haven't got the knack of grabbing your own clean samples, then this is well worth a look. However, anyone accomplished at sampling would do better to get hold of some audio sample CDs.

**Weird Science. Price: £19.95**



Lots of fun and games on this Public Domain CD. From PD Soft: Hottest 4 manages to cover a whole bunch of stuff. You have to use OMS though.

## Hottest 4 Professional

The fun side of public domain is reflected on this CD - demos, disk magazines, games, slide shows, pictures and sound. There is a truck load of games and quite a few of them are AGA, many of which are quite good. These are accompanied by numerous Workbench 3 programs, some reasonable pictures and samples.

This rather good compilation is let down by the fact that all the files are in the DMS format, meaning you'll have to de-compact them first. This is a necessary evil, as much of the software uses non-standard disc formats, but it's not helped by the fact that you need to use either the CLI or a directory utility (like *DOpus* on CU Amiga Magazine's Feb cover disk) in order to de-compact them. All in all this is a good disc held back by a poor front end.

**PD Soft. Price: £19.95**



## Assassins Collection

Assassins regularly release compilations of PD games on floppy disks. Some are good, some are awful. Now they've shovelled the whole lot onto a CD.

The front end is well implemented, allowing you to choose the type of game from a list (platform, shoot, 'em up etc). Then a screen appears showing the type of controller needed (mouse, joystick and possibly CD32 controller) which is useful, and saves you messing around with the wrong controls once the games have loaded. You can also transfer games from a CD32 to a normal Amiga using a PaintNet Link. The best games disc so far, but don't expect a million and one classics.

**Weird Science. Price: £19.95**

## Public Domain and CD-ROM Suppliers

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X91 Calendar girl 95

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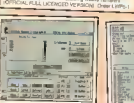
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# Get Serious

## LEANING OVER THE EDGE

CD-ROM has definitely arrived on the Amiga. The Archos Overdrive CD has proved tremendously popular, and our new regular CD-ROM reviews section (this month included as part of our PO feature) has gone down a real treat if your letters are anything to go by. But now we're starting to see other CD products appearing.

The first of these is the wonderfully impressive Power CD-ROM from Amiga stalwarts Power Computing. Reviewed on page 102 this great CD drive is going to be an enormous success judging by the enthusiastic reaction it received in the CU Amiga Magazine offices.

Giving access to the rapidly growing library of Amiga CD discs and allowing many CD32 games to be played, it's likely to draw many new A600 and A1200 owners to the CD format.

But the Power CD-ROM wouldn't have been possible if it wasn't for another development. The HiSoft Squirrel will probably do more for the Amiga than any other peripheral yet. With it A1200 and A600 owners will be able to add hard drives, CD drives, SyQuests and tape back-up systems to their machines with the minimum of fuss. Find out more on page 106.

It's a shame there isn't an easier way of adding CD-ROM technology to the A500 at the moment (although my industry sources tell me it shouldn't be too long before a new CD drive is announced).

But in its place there are many other types of expansion you can fit, and best of all they're all relatively low priced.

On page 98 we take a quick look at some of these expansions, including new hard drives, RAM upgrades, and accelerators. If you're an A500 owner you can't afford to miss it!

Joining this lot are in-depth tests of a new database from HiSoft (see page 96) and a high speed 28,800 baud modem from Power Computing, reviews of a new modulator and an update of the immensely popular graphics package Photogenics.

It's your favourite techie section of your favourite Amiga magazine! We've got a load of goodies for you this month, whatever you use your Amiga for: there's a new CD-ROM drive, an update of Photogenics, a round-up of A500 expansions and plenty more beside, read on ...

- **Twist Database** .....96  
Databases are like buses: you see none for ages, and then three come along in a row! Twist is hot on the bumper of *Final Date* and *Data store*.
- **A500 Upgrades** .....98  
Went to upgrade your A500? Andy Leening takes a look at some low cost, high spec A500 expansions.
- **Photogenics 1.1 Upgrade** .....100  
Photogenics has been upgraded. Find out what's in the new version.
- **Power CD-ROM** .....102  
Power Computing's stunning new CD drive for the A800 and A1200.
- **Studio Professional** .....104  
Improve your print quality with this new printer driver software.
- **Squirrel** .....106  
Connect hard drives, CD mechanisms, tape drives and more to your Amiga with the amazing Squirrel SCSI interface for the A600 and A1200.
- **ACEEX FaxModem** .....109  
Another 28,800 baud super fast modem lets you speed onto the information super highway.
- **Mamba Modulator** .....109  
Need a replacement modulator or want to use your A4000 with a TV? The Amitek Modulator will solve your problems.
- **Art Gallery** .....110  
Art from Australia gets a special feature in this month's graphics showcase.

RAM EXPANSIONS



# Twist Database

■ Price: £74.99 ■ Developer: Mermaid Group ■ Supplier: First Computer Centre ☎ 0113 231 9444

**If you need to develop a better relationship with your database this product from Mermaid could be just the job.**

**L**ike all other databases that we have looked at over the past few months, *Twist* allows you to store whatever information you want about an object, present it on screen in a pretty manner and produce reports about what you have and haven't got.

However, *Twist* adds another dimension to these functions: relationships. Simply speaking a relationship links fields and records from separate databases together by using a unique 'key' from one database to the other. The theory is that only need to store information about one thing in one place, keeping everything nice and simple, and reducing data duplication.

For example, say a company wanted to store information about its orders. An order is made up of a customer and some goods, but a customer may want to order from the company more than once and the goods will certainly be ordered by more than one customer. In a traditional card file database, all the information for each individual order is stored in one file (ie customer, address, product, quantity etc). Using a relational database means that the information about the customer is in one place, while the product information is somewhere else. The two components are pulled together to form an order by using unique customer and product reference numbers.

Still with me but can't see the point? Well, if a customer wants to make another order, his or her data does not need to be re-entered. Every time an order for a particular product is taken, data about the



product is pulled from the relevant database. Size is also a major factor. Using this system an order has only three numbers associated with it: the order number, customer number and product number.

To enhance the Supermodel database, Andy Leaning used last month (*Datascene* review CU Amiga Magazine March 1995), something like a calendar database could be added. This could contain information on the price of the calendar and bring up information on the models contained within it. For each month by adding a model code to the models database and accessing this from the calendar database.

## Features

*Twist* has all the standard features of most databases. Fields (or slots of information) about an object are created and then arranged into a form which can also have boxes, text, graphics and any type of picture or text file that your datatypes will support. Graphics can also be displayed by relating a field in the current database form to one from another database form. In the example given above (see screenshot) the *LightWave* picture's filename was made actually inside the products database and was displayed on the customer one by

entering the number '37' into the issue number box.

A nice feature of *Twist* is that pictures in a database can be set to only display when clicked on – a process sometimes known as 'gripping'. This speeds up the process of calling up a file. It's also worth mentioning that *Twist* allows complete control over fonts, colour and style for each bit of information on the screen too.

Fields can be flagged with a number of options, such as mandatory, unique and index and have a validity check performed on them too. Overall its field handling is pretty powerful.

Data entry is nice and simple. Entries can be created, deleted, duplicated or edited easily. Data can also be displayed in list format too – not just as forms. This has the advantage of allowing more than one entry to be displayed at the same time (as it is in the screenshot).

*Twist* also has its own 'query' language – a simple programming routine allowing you to build up complex reports based on information in the database. This is a moderately powerful beast which should mean that any report required can be generated with sufficient patience. I have preferred to have seen the industry

standard SQL query language used (which isn't too hard to implement) but the provided language seems quite adequate.

## Documentation

The manual that comes with *Twist* is excellent in some places, lacking in others. It would be exceptionally useful to give more information on relational databases as I feel some users could be flummoxed by this. A vital point to remember when designing this type of database is to plan everything completely, before you start implementing it, otherwise you'll find sooner or later that you need to add another field to one database but can't because another database is using it. It's very easy to get this planning wrong: the detail involved is a scary topic well beyond the scope of the review, but is essential if you are to make the most of *Twist*.

*Twist* is easy relatively easy to get to grips with using, exception ally friendly it reminds you of this fact by printing it the title screen, powerful has a full *Amiga* port and can be run on any screenmode (useful for graphics card owners).

Compared to other databases the richness of adding relationships seems worth a few pounds more, but don't forget to invest in some pacemaker if you intend to use this function. ■

Nik Linee

## TWIST DATABASE

A500	<b>System requirements:</b>
A500+	Workbench 2.1+, 256k memory Hard drive recommended.
A600	Very many for standard PB staff. Relational model, multi-table databases.
A1200	With an on-built cooling system, it is extremely fast.
A1500	Check for what it does. More robust would have been a joy.
A2000	
Overall	Easy to use, powerful and cheap.
A3000	
A4000	

**89%**



**The A500 is still going strong. If you want to upgrade yours to 90s' standards, there are plenty of options ...**

# A500

## RAM upgrades

Adding extra RAM to your A500 opens up stacks of new opportunities. Multi-tasking comes into its own when you have enough memory to run three or four major applications simultaneously.

Animations can stretch to previously impossible lengths, sounds are granted higher sample rates and you can actually use the RAM disk without instantly running out of space!

Thankfully there's no shortage of RAM upgrades for the A500 and A500 Plus. Leafing through the pages of CU Amiga Magazine you'll find plenty of them advertised.

Most of these plug into the treedoor slot under the A500. Typically they come with 512k or 1Mb of Fast RAM pre-fitted. A battery backed clock is also a common option, although you'll pay slightly more for it. A clock is useful for hard drive users especially, as it tags the data onto each file you save.

The Wizard Developments RAM boards provide all of these features and also have a two year warranty. Their prices start at £19.99 for an A500 512k card. Wizard are on 0322 272908.

If you need to increase your graphics handling or sound sampling capacity, Fast RAM will help, to make a big difference you need to add some Chip RAM. The Amiga's custom graphics and sound chips can only directly access Chip RAM. A standard A500 comes with 0.5Mb of Chip RAM. The A500 Plus has 1Mb of Chip RAM. Adding Chip RAM is a bit more fiddly than Fast RAM, as it involves replacing one of the chips on the Amiga motherboard (the Agnus or Fast Agnus chip).

Power Computing make the MegaChip 2, which can increase your Chip RAM to a total of 2Mb. For anyone

used to the constraints of graphics and sampling on a 1Mb A500, 2Mb of Chip RAM is a real godsend. Replacing the old Agnus chip with the MegaChip 2 is easy enough. There's no soldering involved, but you will need a steady hand. The MegaChip 2, also compatible with the A2000, is priced at £159. Power Computing are on 0234 273000.

## Hard drives

Fitting a hard drive to your Amiga will dramatically improve its performance. Programs and files will load far quicker than from floppy and you won't need to keep swapping disks. There are still several A500 hard drives available and all are reasonably priced.

One example is the rather innovative MTEC AT 500 hard drive. This metal-cased unit offers RAM expansion, a hard drive and optional ROM switcher, to allow

Kickstart 1.3 machines to swap between 1.3 and 2.04 ROMs.

Up to 8Mb of Fast RAM can be added inside the case using standard SIMM RAM chips, for which two sockets are provided. There's also a chip socket into which you can fit a 2.04 ROM. On the front of the unit is a switch allowing you to change from the 1.3 ROM inside the Amiga to the 2.04 ROM in the hard drive. You'll need to buy the 2.04 ROM separately, as it's not included.

**MTEC**  
HARDWARE DESIGN  
AT 500



MTEC's innovative hard drive also includes a RAM expansion and operating system upgrade.

# Upgrades

## Workbench 3.1

If you've got an A500, one of your main priorities could be upgrading the operating system. Adding the latest version of Kickstart and Workbench, 3.1 (or simply Workbench 3 as it is often referred to), will transform your Amiga into a new computer. The Amiga operating system is a combination of Kickstart (which comes on a ROM chip) and Workbench (which comes on floppy disks). Matching versions of both are needed in order for the system to work properly.

Moving up to Workbench 3 has many benefits, such as giving you A500 compatibility with the latest software (*Photogenics*, *DPaint 5* etc), faster performance, built-in PC disk compatibility, a utility called *Multiview* to



display graphics and play sound files, hypertext on-line help and more. You should also consider that most developers are now wiring their software to work with and take advantage of Workbench 3.

Power Computing can supply a complete Kickstart and Workbench 3.1 upgrade for the A500, priced at £84.95. Power also on 01234 273000.

The hard drive interface is IDE and interfaces for both 2.5" and 3.5" drives are provided. Power Computing can supply it with a variety of different hard drive sizes. The unit we reviewed had a 364Mb drive installed.

The instructions that came with our review model were pretty sketchy. However, these are being re-done, and the new improved instructions should be available by the time you read this. Power Computing also have a good phone-in after sales service, so their technical team should be able to help you out of any difficulties.

The hard drive wasn't secured properly inside the case of our review model, but Power Computing tell us this was a one-off, and is not the case with units sent out to customers. That said, it's still a nice unit. Simple and easy to use. Power are on 01234 273000.

## Floppy drives

A second or third floppy drive will make a lot of operations faster. You

can keep the Workbench disk in the internal drive, and your data and program disks in the external drives, which cut down on a lot of the disk swapping involved with many programs.

You're not limited to having just one external floppy drive. Most Amiga drives have a connector on

the back to allow additional drives to be daisy chained onto them so you can have up to eight attached at once.

Amiga 3.5" drives start at around £49, and go up to £99 for the feature packed models. There are several types available. Amitek have a very popular model offering anti-virus, anti-click and a disable switch for E59. Power Computing also sell a range of drives, including high capacity models that can store a massive 1.76Mb and 3.5Mb per disk (although they need special disks). Power Computing also on 01234 273000. Amitek drives are available from most dealers including Salsce on 0181-309 1111.

## Accelerators

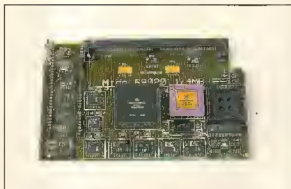
The best way to speed up all of your Amiga applications is with an accelerator. This replaces the brain of the Amiga with a faster version

Made by the same company that produce the MTEC hard drive, the M-Tec 68020 works on either the A500 or A500 Plus, but it's nowhere near as easy to fit as their hard drive. You need to open the Amiga, remove the existing CPU from its socket, plug the expansion card into the empty socket and then place the original CPU back into a socket on the expansion card.

Once again, the instructions are very basic, but Power do supply extensive after-sales back-up should problems occur.

The speed increase is very apparent once you've fitted the board. Workbench and applications fly, and many games improve as well. It's worth pointing out that this enhancement gives the A500 the same CPU and speed as an A1200.

Recommended for those who are confident with a screwdriver. Power Computing are on 01234 273000.



▲ Super power! Give your A500 A1200 processing power with this 68020-based accelerator from Power Computing. In addition to the 68020 CPU it also has a maths co-processor and optional RAM upgrade.

can keep the Workbench disk in the internal drive, and your data and program disks in the external drives, which cut down on a lot of the disk swapping involved with many programs.

You're not limited to having just one external floppy drive. Most Amiga drives have a connector on

Power Computing now sell a 14MHz 68020 accelerator with a 68981 maths co-processor, which also doubles up as a 1Mb or 4Mb RAM upgrade using SIMMs. This boosts performance to roughly double that of a normal A500. The on-board maths co-processor and RAM (if fitted) increase this still further.

## Urgent upgrades

So which upgrade should you get first? To soup up a basic A500, a RAM upgrade is a good starting point. The more RAM you add the better, and right now prices for 512k and 1Mb upgrades are very low.

The next priority for anyone using a variety of new applications is a Workbench upgrade. However, if you only use your Amiga for games, there's little point. In some cases, a hard drive or accelerator could be more beneficial, if most of your software is compatible with your current operating system.

Next month we'll have a range of reader offers on several of these upgrades, so start saving now.

# Photogenics 1.1a



■ Price: £57.45 ■ Developer: Almathera ■ Supplier: Almathera ☎ 081 687 0040

In just a few months Photogenics has become the number one graphics package on the Amiga. But never a company to stand still, Almathera have released an upgrade. So what makes the new version so special?

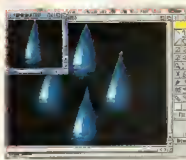
**I**n December CU Amiga Magazine exclusively previewed a new program called Photogenics. What we found was an innovative paint and image processing program. Since then it has



▲ The emboss operator has been improved and can now add the emboss operator to the heads of any lines as well as the outside.



▲ Convert now has the ability to convert as well as its usual functions.



▲ The robust mode is operative. It takes a picture, splits it into four and then puts it back together after each of the four copies from the original.

gone on to become the Amiga's top graphics title.

There were minor irritations with the first version of Photogenics but nothing major, and certainly no more than any other new software package, so why did Almathera feel the need to issue an update?

The answer can be found in the way changes have been made between versions 1 and 1.1. There are relatively few new features. Instead existing capabilities have been enhanced. The new version builds on the power of the previous one, adding up rough edges and enhancing it.

The biggest improvement is in the program's rotation capabilities. Photogenics 1.1 can now rotate images to any angle, as opposed to just 90 degree increments of the previous version.

## Upgrading

If you already own

Photogenics and want the new version send a blank disk, self addressed envelope and your registration number (you must have previously sent in your registration card) to Almathera.

Almathera is continuing to work on the program adding still more features, in fact a new version was in the works as I wrote this. We'll keep you posted.

## Gimme five

The number of paint modes has also been significantly increased. Five new modes have been added, a median stellite which turns the picture into a bright pattern of stars, a flip operator, which takes the picture and reverses it either vertically or horizontally, refract which splits the picture up into four sections and rebuilds it placing each section

back in place but offset from the original, and last, but not least defocus. Like existing modes these can be applied to the entire picture or painted on using a brush.

In addition to these new modes several old ones have been merged and retitle in a way which makes them easier to locate and use. For example heavy blur is incorporated into blur, while the limtman and limtmax have now now simply become limit.

The final changes to modes involve extra options to give some of them extra flexibility. The Emboss mode can now add the shadow to the outside or inside of an area, while the defocus operator allows you to specify the amount of defocus and the linear function now has an invert mode added. Finally nibbush has been enhanced by allowing you to offset the pixels from the original by a variable amount.

The overall speed of the program hasn't got that much faster, but specific operators have Airbrush and blur being particularly obvious modes where this has happened. Also, the new airbrush is wonderfully fast and responsive.

## And so ...

Photogenics is now a much more polished program, although the original was already pretty good. With more paint modes and further options for the existing modes and additional file formats it's now without any doubt the best all-round graphics package on the Amiga. It

## File formats

The original version of Photogenics handled more than enough files for most users. But with in its new incarnation Almathera have taken the opportunity of adding a few extra formats. The complete savers and loaders are shown below.




may not offer the sheer power of ImageFX but it's more flexible. ■  
Andy Leeming

## PHOTOGENICS 1.1a

AS01	System requirements: Any Workbench 3 Amiga with a 50020 CPU and 2MB RAM
AS02 +	
AS03	Some of the operators have been improved, making operators easier to understand.
A1200	Many image modes have been polished up.
A1500	Full good value for money just like the original version!
A2000	
AS3000	OVERALL The best just keeps on getting better.
A4000	92%







**Earphone Output:** Plugging headphones in here will allow you to use the player as an Amiga controlled audio CD player. However, unlike the phono outputs on the back of the Amiga sound isn't sent through here.

**CD Tray:** CDs can be booted directly. The drive also plays music CDs, CD32 games, and can read the growing number of CD-ROM reference disks.



# Power CD

■ Price: £199 ■ Developer: Power Computing ■ Supplier: Power Computing ☎ 01234 273 000

**Looking for a CD drive for your A1200 or A600?  
You've just found it.**

**T**he HiSoft Squirrel SCSI interface was bound to result in a sudden rush of SCSI based expansions for the A1200 and A600. What we didn't expect however is that they would arrive so quickly. Power Computing managed to release such a product almost as soon as the Squirrel became available!

Power's product takes HiSoft's interface and combines it with a standard "off-the-shelf" CD-ROM drive from Sanyo. This is then boosted with a quality manual and driver software.

The driver software will need to be installed on your Workbench boot disk or hard drive, or else a

dedicated CD boot disk can be created. You can then access the CD ROM drive as if were any other Amiga "device", such as a hard drive, RAM disk or a floppy drive. Compared to the system used by the Overdrive from Ind., this approach results in a greater compatibility with CD32 games (see the panel CD32 Compatibility).

The drive offers double speed performance which equates to transfer rates of roughly 300k per second. According to Sysinfo, it managed to access 315,203 bytes per second in our tests.

## MPEG playback

This is more than satisfactory for copying and loading files - or for

playing animations directly from CD. It's also just about good enough to play MPEG files with the supplied MPEG decoder software. MPEG decoding is usually carried out by dedicated hardware chips (such as the FMV card for the CD32) but software decoders are getting better at pulling audio and video data off CDs to generate full-motion video.

Another interesting feature is that the drive has audio inputs, which it mixes with any sound it's playing from the CD. The combined sound is output through a pair of phono sockets. An obvious trick is to take the Amiga's normal output and link it to the drive's audio input, so you can listen to a music CD and

then play a game, listening to both without needing to mess around changing cables. Unfortunately this combined sound is only output via the phono sockets at the back of the drive and not through the earphone jack on the front.

Another niggle I have is that to change the SCSI ID settings you need to open the case. The ID settings are used by the Amiga to identify which SCSI device is currently being used (remember that SCSI can support up to seven different drives). If you add extra SCSI devices to your system you may need to change this ID number - to avoid conflicts. On many CD drives this ID switch is on the outside, at the back of the unit for ease of use. Indeed Power Computing's advert in the March issue shows a drive with the switch on the back. It's not a major problem and won't effect you if you don't intend to

## CD32 Compatibility

The Power CD-ROM comes with drivers to emulate a CD32. To test its compatibility we tried out the following CD32 games:

### Compatible Games

Super Stardust  
Allen Breed Tower Assault  
Gunship 2000  
Brutal Football  
Brian the Lion  
Clockwiser  
Ultimate Body Blows  
Hemidall 2

### Incompatible Games

Skeleton Krew  
Dragon Stone  
Theme Park  
Nigel Mansell World  
Championship  
Lotus Trilogy

Some of those that did eventually work required a bit of messing around with Workbench first.

**SCSI Interface** The drive connects to the Amiga via HiSoft's Squirrel interface (reviewed on page 108 of this issue). Further SCSI interfaces can be attached via the second SCSI interface. You could also use this drive on a Mac or PC using the SCSI interface.

**Audio In/Out** By plugging the Amiga's audio to the phone inputs on the CD drive, and then linking the phone outputs of the drive to your amplifier you can listen to music CDs and your Amiga's sound simultaneously.

add another SCSI device, but if you're regularly doing so it can be very annoying.

## Conclusion

Apart from the above niggle, I have no hesitation in recommending this drive. It's a great way of adding CD compatibility to your Amiga 1200 or 600. It's certainly a lot better implemented than the Overdrive CD-ROM, in terms of speed, user interface, and software compatibility. The best Amiga CD-ROM yet! ■

Andy Leening

## Competition time

As you can probably tell from this review we were very impressed with the Power CD. And so in a fit of generosity we've joined forces with Power Computing to give away two of these brilliant CD drives as competition prizes.

To enter the competition simply answer the following three questions, write the answers, along with your name and address, on the back of a postcard and send it to: I WANT A SPEEDY CD, CU AMIGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

1. How fast is the drive according to Sysinfo calculations?
2. How many other devices can be plugged into the back of the CD drive?
3. Name one of the CD32 games from Team 17 that is compatible with the Power CD?

EMAP Images Publications Ltd may permit other reputable companies to sell a range of products to customers that may be of interest to competition entrants. If you do not wish to have details given here passed on, please tick the following box. ...

**RULES:** Closing date 29th May 1993, all entries must be received before due date. Entries will only be accepted by post. No correspondence will be entered into. The editors decision is final. The winner will be notified by post. Only one entry per person is allowed. No employees of EMAP Images or Power Computing may apply.

## POWER CD

ASDD	<b>system requirements.</b> NEED/AT200 only
ASDD	system requirements: any Amiga with a PCMCIA slot
ASDD	Can't fit in under with its slide in CD compatibility
A1200	A good CD drive with a very impressive performance
A1500	Pretty good, although CD drive prices with fall in the next few months as more models appear
A2000	<b>OVERALL</b> Good all round performer at a reasonable asking price
ASDD	
ASDD	

**91**  
%

# Studio II Professional

■ Price: £49.95 ■ Developer: Wolf Faust ■ Supplier: Just Amiga Monthly ☎ 0895 274449

**Can you really improve your print quality without changing your printer? Apparently so ...**

**S**tandard Amiga printer drivers are nothing to write home about. For a long time now the best alternative has been Wolf Faust's *Studio*. Now it has been given a serious upgrade in the form of a colour management system and several other enhancements.

*Studio II Professional* is both a small step and a giant leap at the same time. The printer drivers themselves are reasonable improvements over Version 1. They are slightly faster, slightly neater. That's no great surprise though. Wolf's *Studio* drivers were already the best available for the Amiga.

## The big picture

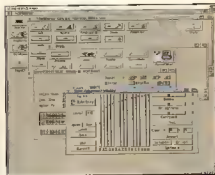
However, the image printing software has been vastly improved. This is a program separate from the printer drivers, used for putting images to the printer. The file can be an IFF JPEG, GIF, TARGA, PGM, PPM or any OS3 dailaypo. The pictures are printed direct from disk so it needs very little memory to print even the largest image. 1Mb of RAM is enough to print any image, but things run more smoothly with 2Mb or more.

The image printer has a wide range of capabilities. It can print in any size, limited only by the time you're prepared to spend feeding paper into your printer. It can perform a few image processing operations, like blue and negative. It has a total of 54 dither types available (patterns of dots which make up the picture), and there are plenty more features too.

Linked in with the image printing software is the Colour Management System. This ensures that the output produced matches exactly what is

seen on screen. Best results are achieved if you have a colour scanner. This allows you to print the picture, then scan it back in. The program compares the original image with the scanned image and adjusts itself accordingly.

The 207 page manual contains all the information on printers you are ever likely to need (and a fair bit you could probably do without).



▲ *Studio II Professional's* printer driver has absolute control over color and output. The window shown above can control the color of a picture that is just sent to the page.

## Compatible Printers

Here are some of the printers that are compatible with *Studio II Professional*. If your printer is not listed below, call Just Amiga Monthly on 01895 274449 to find out if it's compatible. *Studio II Professional* will not work with 9 pin printers.

Canon .....	BJ series
Canon .....	BJC series
Citizen .....	Swift 240C
Epson .....	LQ series and compatible
Epson .....	Stylus Color (full 720 DPI)
Fargo .....	Plinarjet series and compatible
HP .....	Deskjet series and compatible
HP .....	XX-P1124 series
Panasonic .....	LC-24 series
Star .....	



▲ *Studio II Professional* also has the capacity to produce image prints of printer size proportions.

covering dithers and colour separation, ink compensation and monitor/fink gamut. It's long, it's tedious, but if you really want results it is invaluable. Without it your output will probably be dull.

## Conclusion

The results are stunning. It looks just about any printer into overdrive. The output is 24 bit and it shows. If you compare it with *Studio I* there is a noticeable difference, and it's streets ahead of the Workbench drivers.

There are only a few things missing from *Studio II*. The colour management system only works with the image printing software, not the printer driver itself. While

the driver could do with an automated colour changing system to match the dithering. It would also be nice if all the dithers were available to the driver and not just the image printing software. Lastly, the preferences programs could do with being a little bit friendlier.

In the final analysis the quality of the printing renders these problems insignificant. At £49.95 it may seem expensive, but you do get good value. It really does make a world of difference. If you have a 24 pin printer, an inkjet or even a laser, check with Just Amiga Monthly to find out if your printer is compatible. ■

André Digerd.

## STUDIO II PROFESSIONAL

ASBC	system requirements
ASBC+	1Mb, Kickstart 2+ • Printer 24 pin inkjet or laser
AR10	A bit of a dig in places. You have to know what to get the best results.
AI 200	The best on the Amiga as far as Product the results yet a heavy handed fac.
AI501	Not cheap, but it delivers the goods - just what you need
AD200	OVERALL
AD300	Clean, accurate results.
AD400	The best deliver so far

**89%**

## How You can be Rich within 3 years

My name is John Scott. Let me briefly tell you my story. Five years ago I was broke, living in a cramped rented flat and driving a rusty old Ford Escort. My clerk's salary was not enough to survive on and I was always into debt. I call it a total failure. Things are very different today. I now own a large five bedroom house - a top-of-the-range Mercedes and a Porsche 911 Cabriolet and my wife and I actually take three overseas holidays each year (we have just recently returned from a superb two weeks in Thailand).

I went from being broke to a millionaire within 3 years (identification available). I have earned more than £2 million in the past five years - not by cheating or wishing for wealth but through hard work, trying various techniques - making mistakes along the way, but learning hundreds of little known secrets in the process.

So how come my drastic change in fortune? In the beginning I purchased almost every book available that promised great wealth through plans or schemes that required no work, but I soon discovered the information was worthless - believe that most people who sell plans like this promise to show you how to make money using little or no effort making their money on the books and plans themselves - not on the business outlined in those books.

Five years ago I was lucky enough to meet and become close friends with an amazing forty two year old self made multi-millionaire. He taught me that it's not just how hard you work that counts as many people work hard at their lives yet have nothing to show for it. He shared with me his most closely guarded secrets. By closely following his advice I became a millionaire within three years. You now have the chance to share in my success because I am making two very special guides unlike anything else you will have read - or will ever read - available to you.

### 1. THE STREETWISE WAY TO WEALTH

Some time ago a friend of mine who had recently lost his job aware of my success asked me how he could do it as I had followed a very simple method. The result was amazing - despite his having no previous business experience he made £5,150 during his first month after following my advice and now earns quite a substantial income. His success made me decide to write a complete step-by-step guide that will enable anyone, regardless of their age, sex or education, to earn an exceptional income - providing they are at all of least average intelligence and prepared to work hard and learn new ideas.

I have called this guide 'THE STREETWISE WAY TO WEALTH' (A4 format, 96 pages, Rustrified, Price £20 postpaid). It shows how the beginner can start to make serious money - it is a step-by-step plan you may think and you don't have to use your job as a start. Obviously you will want to test it first, I will show you how to get started in your spare time at home. Don't think for one minute that you can't do it - I'll prove you can. I will reveal to you life money-making secrets that no one else will tell you. What I reveal is worth many thousands of pounds and I acted upon it will make you financially secure for the rest of your life.

This is not some shonky 'get rich quick' scheme of the type commonly available. The information and secrets I will teach you are those that I have used myself every day over the last five years. I will tell you exactly what to do and how to do it. I even supply you with actual names and addresses of useful contacts.

### 2. HOW TO LEGALLY AVOID EXCESSIVE TAXES AND BUREAUCRACY

It is hard to imagine any economy without some necessary taxes and regulations. But we are now burdened with so many taxes and regulations that the average businessman's biggest expense is paying off the taxman while his time is increasingly taken up having to deal with senseless bureaucracy.

'THE FREEDOM HANDBOOK' is your escape route. A massive manual (A4 format 134 pages, 50,000+ words. Price £29.95 postpaid). It has taken over two years to prepare and reveals such secrets as: how to legally avoid obligatory taxes and bureau cratic interference. Open several bank accounts, hide your assets, protect your privacy, travel the world as an international entrepreneur, obtain a foreign passport and much, much more!

It will also show you how to get the guaranteed cheapest air tickets, how to fly tourist class but get first-class advantages and how to pay the very lowest rates at top class hotels. You will also be given tips and guidelines for growing in authority and power and motivation for developing an ability to make money and live free. 'THE FREEDOM HANDBOOK' is like no other book ever published and there are many people and several organizations and will not like the fact that all of these secrets have now been revealed. To order either on both manuals write 'Financial Freedom' on a piece of paper under your name and address and send it to me by post. Enclose a cheque/PO for the correct amount and send it to me via my publishers, CASATI LTD, Dept. CUA, P.O. Box 115, St. Helier, Jersey JE4 6QZ, Channel Islands. Credit card orders may phone (01534) 617181 anytime.

Reply promptly and while stocks last, you will receive with your order **FREE OF CHARGE** a double length (30-minute) audio cassette in which I personally reveal how to acquire the strength, willpower and energy that will be so important for your future success.

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If you don't think the material you receive is worth to you at least one hundred times what you paid for it, simply return everything in good condition and my publishers will immediately send you a full refund of your money - no questions asked. What could be better than that?

You may ask why I'm willing to reveal all my insider secrets? Well, simply because your success is in no way any threat to my own and of course all those who order my material will be helping to increase my own wealth. Also, many of you will probably seek further consultation and discuss how as your wealth rapidly grows and the consults for less fee to my fortune. But then why should you care if I make a profit so long as I show you how to achieve financial freedom? And I promise I will.

I've said everything I can say, now it is up to you. If you apply my secrets I guarantee that they will bring you wealth. If I'm wrong at all you are entitled to a full minute and a postage stamp. But what if it's right? 30 days from now you can be just another month older or you can be on your way to a better life. You decide.

**DISCLAIMER STATEMENT:** On the basis of my professional relationship with John Scott over the past five years I can certify that the above statements are true and factual and that the net personal worth is in excess of one million pounds. - M. Thomas, Accountant

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# Squirrel

## SCSI Interface

■ Price: £29.99 ■ Developer: HiSoft ■ Supplier: HiSoft ☎ 01525 718181

Now you can attach any SCSI device to your Amiga 1200 or 600, including hard drives, tape streamers, floptical drives, magneto-optical drives and more. And a squirrel is responsible for all this.

### SCSI Vs IDE

The Amiga 1200 and 600 have built-in IDE interfaces (Integrated Drive Electronics) for the easy fitting of hard drives. So why bother with a SCSI interface?

Well, with IDE interfaces you can only connect a maximum of two hard drives at once. SCSI however will let you connect up to seven different storage devices simultaneously. SCSI hard drives are typically faster than IDE hard drives. Speed differences also depend on individual models, but in our tests, the IDE drives ran at roughly a quarter to half the speed of the SCSI units.

### What is SCSI?

SCSI stands for Small Computer Systems Interface. It's one of the only true industry standards in the computer market, with SCSI devices available for the PC, Mac and Amiga.

SCSI is a definition for physically linking storage devices (and other types of peripherals) to computers and other SCSI devices. Whereas with other standards you have different shape sockets and pin configurations, SCSI interfaces all look and act the same. You can take a Macintosh SCSI CD-ROM drive, plug it into a SCSI interface on a PC and it'll probably work! No hassle.

obvious names. Now we come to HiSoft's new SCSI interface.

You'd want a SCSI interface to be fast, or expect it to be attached to a big hard drive and therefore have a large capacity, so a name like T-Rex would be the order of the day. Why then have HiSoft called their new PCMCIA SCSI interface the Squirrel? Either HiSoft are nuts or their marketing team went into hibernation for the Winter.

Naming conventions aside, the Squirrel delivers something of a first for the A1200 and A600. We've had CD-ROM and hard drives using PCMCIA interfaces, but these have been IDE devices. We've also had SCSI devices connecting via the trapdoor, using the interfaces that bolt onto the GVP A1230-II and the Blizzard 1230-II.

**T**he award for wackiest product name of the year goes to HiSoft. It's a growing trend for expansion manufacturers to name their products after fast, big or aggressive animals. Such names are supposed to suggest that the product has the attributes of the said animal. So the Amitek Hawk RAM board is fast and deadly, whilst the Viper accelerator has the venom of a snake (metaphorically speaking of course). These are fairly



What's exciting about the Squirrel is that it's a SCSI interface that fits into the PCMCIA slot.

## Multiple devices

Why is this an improvement over the GVP and Blizzard cards, or the Archos Overdrive? Simple: The Archos drives are just that: drives. Whilst they plug into the PCMCIA slot, they offer no more than a hard drive or CD-ROM drive. Perhaps even more problematic: you can only have either the Overdrive HD or CD-ROM in at one time, not both.

With the Blizzard and GVP interfaces, you can attach up to seven different devices at once (a feature of the SCSI standard), but there are two big disadvantages. Firstly you need to have the corresponding accelerator card in order to attach the interface (adding a minimum of £149 onto the price of the interface

itself). This system involves faffing around pushing cables through the inside of the A1200, and they're not compatible with the A600.

The Squirrel solves all of these problems. As a PCMCIA interface it's wonderfully simple to fit to either the A1200 or A600. Literally lift your computer and slide it in. However, if you need to remove and replace it regularly, the weak PCMCIA connector pins on your Amiga are likely to get bent and snapped very easily. Because it's SCSI, up to seven different storage devices can be used at once. If you want three CD-ROM drives, and four hard drives attached that's not a problem. As an added advantage you're not limited to just hard drives and CD-ROM drives. You can attach tape back up units, SyQuest drives, optical drives, and even scanners with SCSI interfaces

## Performance

So how does the Squirrel perform as a SCSI interface? Admirably is the simple answer. I took the unit and attached a variety of CD-ROM mechanisms, hard drives, and SyQuest drives. Some of these were off-the-shelf SCSI devices, some were previously used with Apple Macs in the CU Amiga Magazine office and some were PC SCSI units. All worked first time. The supplied driver software spotted them all and allowed us to communicate with them as normal Amiga devices. After that it was just a case of formatting and prepping them using HD Toolbox.

In terms of data transfer rates the Squirrel wasn't the fastest SCSI interface we've seen: this accolade goes to the GVP SCSI interface (as reviewed in CU Amiga Magazine May 1994) - but it's certainly fast enough.

Typical transfer rates clocked in at around 1.5Mb per second for hard drives, which is pretty good. CD-ROM speeds are limited by the speed of the CD-ROM unit. Original CD drives could only manage to transfer 150K per second, current double speed models

## SCSI-2?

The Squirrel supports all required SCSI-2 commands. SCSI-2 is the next generation of the original SCSI Interface and offers faster performance. Any drives that are SCSI or SCSI-2 compatible will work with the Squirrel. However it isn't compatible with the SCSI-2 Fast or SCSI-2 Wide Fast standards. These are subset developments of the SCSI-2 standard and offer higher transfer speeds.

If you're buying a hard drive or another SCSI device for use with the Squirrel, check that it's fully compatible with the SCSI or SCSI-2 standard. You can get SCSI devices that claim SCSI compatibility but actually aren't fully compatible. Whilst you may not notice the difference initially they may hinder you in future. Typical problems include long startup times, or an inability to transfer audio data over the bus. You might for example only initially buy the unit to play CD32 games, but later decide you want to use it to read audio CD data directly into RAM. You won't be able to do this unless it also transfers audio data via the bus (the PCMCIA connection).

In a future issue of CU Amiga Magazine we'll be bringing you a comprehensive guide to SCSI compatibility and revealing which devices do and don't offer full compliance with the standard. Watch this space.

manage about 350K on average, whilst new quad speed drives churn out around 1Mb. So the Squirrel interface, which can handle 1.5Mb per second has no problem dealing with current or near future CD drives.

## Conclusion

At £68 it's more expensive than the SCSI expansion for the GVP accelerator (£59) but you don't need to buy an accelerator as the first place to use the Squirrel. However, if you happen to own the GVP or Blizzard card you'll be better off buying their SCSI cards - for both price and performance.

The Squirrel is also the easiest SCSI interface to use and fit - just plug in and go. It performs well too if you want access to the world of SCSI.

devices: the Squirrel is without doubt the most affordable option. ■

**Andy Leeming**

## Alternatives

The only alternative SCSI interface for the A1200 is the GVP A1291 expansion. There aren't any for the A600. This plugs into the GVP A1230-II accelerator and offers very high transfer speeds. You will however need to buy an A1230-II to use it. We rated it at 36% in our May 1994 review. It's available from Silica on 081-309 1111.

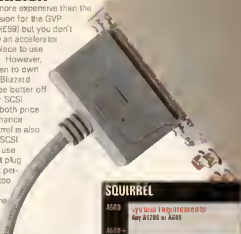
If you want to add just a hard drive, consider an internal IDE mechanism. They won't be as fast as Squirrel SCSI based hard drives but they will be cheaper. Alternatively you should check out the Overdrive. It ties up the PCMCIA interface with just one hard drive, but it offers very fast performance. It got an impressive 88% in the March 1994 issue of CU Amiga Magazine. Both internal IDE mechanisms and the Overdrive are available from Gordon Harwood Computers on 01773 836781.

If you want a CD-ROM drive there are two options. First is the Archos Overdrive CD unit. It's simple, effective and capable. Alternatively there's the new Power CD drive from Power Computing (reviewed in this issue on page 102). The Overdrive CD is available from Indi on 01543 419999.

## What's available?

If you're considering buying the Squirrel you'll naturally want to buy a SCSI device to plug it into. So what exactly is available? HiSoft supply a range of SCSI compatible storage devices for the Squirrel. These range from SyQuest drives (combine hard drive speeds and capacity with the portability and flexibility of a floppy disk) to CD-ROM drives to large hard drives. Prices start at £349 for a SyQuest unit, £229 for a 270Mb hard drive, and £179 for a CD-ROM drive.

Gordon Harwood also have a range of SCSI devices. Call them on 01773 836781 for details.



## SQUIRREL

A600	SCSI requirements met by A1200 on A600
A600+	
A600	It's simple. So it's easy to use and easy to go
A1200	What an excellent performance. Best the job and does it well
A1200	Outstanding. A SCSI-2 interface for CD-ROM - and it's the best!
A2000	
A3000	
A4000	
OVERALL Innovative, well designed, excellent performance.	
94%	



# ACEEX DM026 14 Modem

■ Price: £229.99 ■ Supplier: Power Computing ☎ 01234 273000

**W**ith the popular media hyping up the Internet at every opportunity it's not surprising that modern manufacturers are having a field day. In the last few months modems have become one of the fastest selling peripherals. But it's not just any old modems that are selling. With costly phone bills in mind, most prospective buyers are looking for the fastest modem they can afford.

The faster a modem can transmit and receive data, the less time you'll spend on-line, which leads to lower phone bills. The current top speed is 28,800 bps – the ability to send or receive 28,800 bytes every second. Power Computing's ACEEX modems have been popular with Amiga users for a long time, so the new 28,800 bps version could well be a popular upgrade.

Unlike the X-Link modem reviewed last month the ACEEX

model won't win any awards for styling, with its aluminium box, plastic front and rear panels and a few lights. It's designed to lie flat on the desktop, and whilst it can stand vertically on its edge the underside has labels and feet making it look untidy.

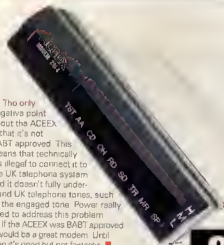
Power Computing supply *Ncomm*, the standard software supplied with most Amiga modems. This is an easy and flexible program that provides most of the features you'll need. A point to consider though is that *Ncomm* is shareware, and the version supplied here will not save your personal settings – for this you'll need to register and pay a small upgrade fee. This is the case with other modems that come with *Ncomm*.

In operation it's suitably fast. It complies with V34 standards and offers Group 3 fax compatibility. If you want to join the Internet revolution and need fast, high performance you won't be disappointed.

The only negative point about the ACEEX is that it's not BAST approved. This means that technically it's illegal to connect it to the UK telephone system and it doesn't fully understand UK telephone tones, such as the engaged tone. Power really need to address this problem.

If the ACEEX was BAST approved it would be a great modem. Until then it's good but not fantastic. ■

Andy Leaning



86

# Mamba TV Modulator

■ Price: £34 ■ Supplier: Silica ☎ 0191 3991111

**S**ometimes the smallest of malfunctions can bring your whole Amiga system to a halt. Sod's law says that this will probably happen just after the warranty period expires.

One of the most common components to pack up is the modulator: the circuit that adapts the Amiga's monitor output to a signal suitable for a UK TV. This is a fairly common problem with A500s, where the modulator is an external box hanging precariously off the rear, and so is subjected to more stress than it should be.

A modulator is also worth considering if you've got an A4000 and want to use it with a

TV as unlike other Amigas the 4000 doesn't have modulation built in.

Amitek's Mamba Modulator is a straight replacement for the standard issue Commodore modulator. Housed in black casing it doesn't really fit in with the Amiga's off-white colouring but still looks rather stylish (in a small black box kind of way). It has exactly the same inputs and outputs of the normal Commodore modulator and is also very similarly shaped.

Priced at £34 it's might be considered expensive for what it does, but if you can't use your Amiga because of a faulty modulator it's a small price to pay. ■

Andy Leaning



Amitek's Mamba Modulator is made for £34 from Silica. A small price of equipment if you can't see Amiga with a TV at last.

80

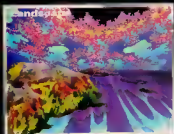
# Art

# Gallery

This month's selection of reader art.

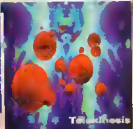
## Aussie Corner

There's been a lot of artistic talent flooding into the CU Amiga Magazine offices from the land down under recently. Here are two fine examples of Aussies who know their polygons from their airbrushes.

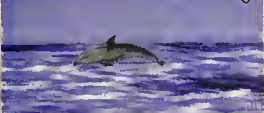


First up is Simon Philips from Oakridge, South Australia. Simon sent us a collection of images which he created on an Amiga 1200 with 2MB using Calibri, Font, Fractal Pro, Landscape and Impact IV. All images concentrate on the role of computers in Australian society. The picture Landscapes is one of a series exploring the internal landscape of the computer. Telepresence is intended to show the viewer into a hold way point between the real and computer. And finally, From Obscurity To Delusion discusses the 'madness' of Australia and the real world seems to keep at bay. (Shedding from other artists).

From obscurity to delusion



Next we have Paul McMillan from Waverley, Australia who sent us a step-by-step guide on how he created this picture of a Dolphin. The background was created using Impact's new brush, shade and polygon tools. The outline of the dolphin was created using the curve tool for the body shape. Final details were added using the copy/paste function with multiple pasted in. Finally, a map of Australia was created with the body of a grid, then reduced to fit into the picture.



A Dolphin in Port Phillip Bay, Australia

## Dream

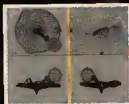
By Simon Philips, Kent



Created with Impact on a 100 K500

## Inferno

by Adem Palmer, Derbyshire.



▲ To start with both the hills and mountains were created from square waveforms in Impact 2.0. Then the magazine text and those features were used for the background to create the texture to give them a special effect.

▲ Once the scene was defined, the 24-bit image was converted to 24-bit colour using Impact 2.0. After applying the adjustments to the entire Inferno scene made with Impact 2.0's palette/adjust feature.



It is expressed with Impact 2.0 the author decided to adjust the current picture and convert back to the original 24-bit colour of gray. After a bit of fiddling about with colours and contrast in Impact, the final effect we see here on the left was created.









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200 textures,  
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# AMIGA

## workshop

### DIRECTORY OPUS 116

Transform our stunning February issue cover disk into a Workbench replacement. Andy Leaning shows how to configure Directory Opus to launch programs at the touch of a button.

### MODELER 3D 118

Create excellent 3D shapes using our March cover disk.

### PROCALC 119

ProCalc's functions are the key to its power. Find out how to get the most from them and calculate loan interest rates at the same time.

### GRAPHICS MASTERCLASS 120

Part one of a brand new series devoted to professional graphics techniques. This month Peter Lee has some tips for anyone using Photogenics.

### BUYER'S GUIDE 123

Buying from mail order companies.

### SUBSCRIPTIONS 124

Don't miss out on the amazing cover disks and features we've got coming in the next few months. Subscribe now.

### FREQUENTLY ASKED QUESTIONS 137

Compatibility with PCs and Macs is the subject under the microscope this month. John Kennedy answers your common questions.

### SOUNDLAB 140

Get your Amiga talking, singing and generally pretending to be a human, with little more than a sampler and a few good ideas.



### April 1995

This issue sees two new columns. First up is the new Graphics Masterclass. CU Amiga Magazine has always lead the way with its graphics tutorials, showing you how to get the most out of DPaint and Brilliance. This month heralds a slight change. We've got some of the industry's best professional graphics artists to reveal their own tips, tricks and techniques for producing stunning effects and images. For the first installment, Peter Lee collaborates with Almathera's top artist to demonstrate some tricks with Photogenics. The second new column sees the return of Andy Leaning's popular Buyer's Guide. If you're thinking about buying from a mail order company in the next few weeks, read this first. Joining these are CU Amiga Magazine's guides to recent cover disks, including Directory Opus, ProCalc, and Modeler 3D. Then there's Tony Horgan's popular SoundLab tutorial, our Masterclass Guides, and reader letters.

## Regulars

### Q+A 134

Your most technical questions and problems get the CU Amiga Magazine treatment as Andy and Tony tackle another month's postbag.

### Q&A MASTERCLASS 138

How do compression programs work, and which is best for you? John Kennedy explains all.

### BACKCHAT 142

You're an opinionated bunch, aren't you? Have your say on all things Amiga-wise in the letters page we like to call Backchat.

### POINTS OF VIEW 146

Does the Amiga have a future as a games machine? John Nuttall, editor of The One Amiga, gives his point of view.

# Directory Opus

PART  
2

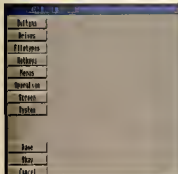
Create a powerful yet simple Workbench replacement with Directory Opus - our

February cover disk.

**D**irectory Opus can be far more than a glorified file manager. With a few mouse clicks, a sprinkling of key presses and a little imagination *DOpus* can almost replace Workbench as a working environment.

This is possible thanks to the powerful re-configuration abilities of *DOpus*. Each of the buttons you see at the bottom of the screen can be reprogrammed to perform a complex range of user-defined commands. It can run any Workbench or AmigaDOS program, carry out one of many built-in commands, execute *ARexx* macros and more.

By defining the buttons you can turn *DOpus* into a central control point for all your Amiga work, using it to launch your most commonly used programs with a single mouse click and perform otherwise laborious tasks such as archive extraction and creation. Here's how to go about changing those buttons.



▲ The configuration window, click on the top button to get into the button configuration window.

## All change

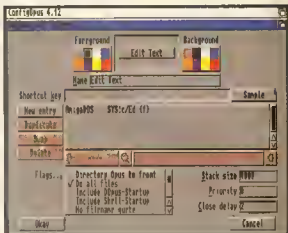
Starting off nice and easy we'll set up a button to load the standard AmigaDOS text editor. We'll also set it to load any selected files automatically.

Load *DOpus* as normal and select the configure option from the project menu. After a few minutes the screen will change and you'll see a row of buttons down the left hand side of the screen. You may see the Workbench screen appear while it loads the configuration program. Click on the icon marked 'buttons'.

The window will change again, this time showing the buttons that appear at the bottom of the normal *DOpus* working screen. Below this first bank of buttons is a second bank. These buttons are only available if you hold down the right mouse button, or those that have a little tick in the corner. Directly below these is an empty text box, which is used to display program messages. And finally, below this box is a third set of buttons.

This last bank of buttons are optional and commands which allow you to change the buttons. Clicking on these buttons brings up a line of text in the text box describing you what to do, or alternatively a requester may appear asking for information. From here you can swap buttons around, delete them, copy them, add or delete new banks of buttons.

In our case we want to create a new button to move the mouse over an empty button, one with



▲ Here we are creating a new button called 'Edit Text' which loads the DOS text program.

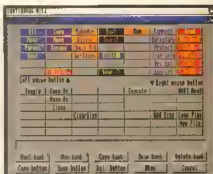
no text in it, and click once. You'll now see what looks like a very complex requester, but don't worry, there's only a few things we need to do. Firstly in the line labelled 'Name' type in something like 'Edit Text'. This is the name that will appear in the button.

Next click on the button marked 'New Entry'. Another button (just to the right and below) will now be enabled. By clicking on 'New Entry' you have told *DOpus* that you are going to create a new series of commands. The button now enabled allows you to set the type

of command.

Indicates a CLI command. As we're going to use the AmigaDOS text editor, click on Command until it shows AmigaDOS. Now click on the magnifying glass next to this button. This brings up a requester that allows you to specify which program should be used. In this case change to the Sys C/ drawer and click on the 'Ed' program. *DOpus* will now add this command to the text box next to the magnifying glass.

Your text editor may have a different name, so remember to change this if that is the case.

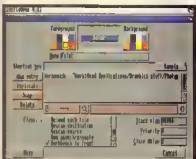


▲ In this window you can make any alterations or adjustments that you like to the buttons.



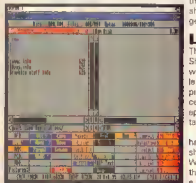
▲ Now the same button Edit Text is now in place.

If you had selected the Command function type, the file requester would be replaced with a list of built-in *DOpus* commands



▲ In this screen a button is created which will automatically load an image in PhotoGenics.

Now click on the button with the two brackets in it '{ }'. This allows the arguments, such as the current directory and selected files



▲ And here's the button...we're called a 'pant'.

to be passed to the program when it's run. In effect you are building up a command line that *DOpus* will execute each time the button is clicked. In this case you are giving the command line the names of the currently selected files. We

want to pass any highlighted files to the editor, so click on the line which reads '(F)'. All selected entries (with paths)

Now find the word 'Flags'. Next to this is a scrolling list of actions that *DOpus* can perform before and after the main command. Click on the commands 'do all files', 'run asynchronously' and 'workbench to front'.

Having done all of this click on OK. The screen will revert to the button bank screen. Click on OK again, and finally on OK in the main configuration window. *DOpus*

will now reload and you should see this button displayed. Select a text file and click on this button. The standard Amiga text editor will now appear with the chosen text file loaded automatically.

Try experimenting with the other settings. Using AmigaDOS commands and those built into *DOpus*, you can do practically anything you could do with the normal Amiga CLI/Shell, but this way it's much quicker and easier. Remember, pressing the Help key will bring up a quick guide to

the current screen. This should help if you get stuck.

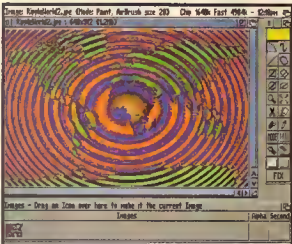
## Launchpad

That covers replacing the Shell but what if you want to use *DOpus* to launch applications? It's pretty similar to the procedure discussed earlier apart from a few important differences.

The first is that you'll have to change the button showing AmigaDOS to Workbench and change the text field stack size to a larger setting. In the example used for loading

*PhotoGenics*, the stack was set to 50,000 rather than 4,000.

I also took the opportunity to change the colour of the button. The two colour pallets at the top of the requester allow you to change the colour of the text (Foreground) and the button (Background)



▲ Try presto, PhotoGenics up and running at the touch of a button. No more having to move time double clicking as icons in Workbench.

Returning back to the main working screen and clicking on the new button will now load the program.

That about finishes it for this month. Next time we'll have a look at changing menus. They work in an identical fashion to buttons - why not have a go yourself. We'll also cover the button arguments and built-in functions in

more detail. There are some really powerful facilities in *DOpus* if you know how to use them, so stay tuned to find out what they are and how to get the best from them. ■

**DOpus 5 is available from Wizzard Developments, Call 0322 272908 for details.**

## The system revisited

Last month we looked at one of the possible settings available under the System button. The other buttons in the system window all work in a similar manner. You'll be presented with either text fields or radio buttons allowing you to specify the settings of the programs various functions. Listed below are simple descriptions of the buttons found when clicking on the System button.

**AMIGA005:** Change the settings for the launching of external functions.

**CLOCKS:** Configure the format of the screen and minimised clock.

**DETERMINE:** How are directories handled.

**HOTKEY:** Which key sequences used to load up *Directory Opus*.

**ICONS:** Specify which icons are used by the Addicon button.

**MODULES:** To save memory parts of *DOpus* are stored as modules. These are loaded when needed. If you've got enough memory you can preload these modules to save time. This option allows you to set these modules to preload.

**SHOW PATTERN:** Using standard Workbench wildcards you can define which type of files will be shown or hidden.

**STARTUP:** Covered last month.

**VIEW & PLAY:** Modified animation and text viewing and sound playing parameters.

# Modeler 3D

## PART 1

Last month's *Modeler 3D* cover disk instructions introduced the basics of 3D modelling. This month we look at some of the program's more advanced features.

**T**his month it's time to take a look at some of the various editing functions of *Modeler 3D*. For more information on the general operating environment, check back to the instructions on page 10 of the March 1995 issue.

We'll start with the modify menu, which is home to a series of enticing options. These options mainly affect the shape of objects allowing you to create varied and diverse shapes as well as cubes, globes and cones.

### Mirror duplication

As well as affecting the shape and style of objects, there are numerous options which help speed up

the process of object creation. The mirror command is one. For instance, if you were creating a car object you need only draw one half of the car as the mirror command will do the rest for you. For example, selecting all the points and polygons then clicking on the mirror function produces a mirrored copy of the object.

After selecting 'mirror' a cursor with a line will now appear. This determines the axis along which the mirroring will take place. Placing the cursor near the sides of the view will effect a horizontal mirror, while positioning it near the top or bottom will result in a vertical mirror. You'll also be prompted to select the layer in which the mirrored copy will be placed. As mirrored components will usually form part of another object, the default layer is the same as the working layer, so click on OK. You'll now see duplicate but mirrored points and polygons appear.

The translate option allows you to easily change the shape of any given object by moving points in the x, y and z dimensions - (remember you're dealing with three dimensional shapes). You may find that points disappear when moved. This is because they have moved outside of the viewing area. You can see them by pressing A, which scales the viewing area to show all points and polygons.

### Remapping

My favourite function on the modify menu is the Remap tool. This deceptively simple sounding menu option can twist, shear, and distort shapes. Try the following for an example of its power. Create a



▲ Remap can twist, shear, and distort shapes. Try the following for an example of its power. Create a

globe, following the example we used on the cover disk pages last month, and then call up the Remap requester. Try entering different values into the fields and select OK. Use the undo function and try it again, entering different values. After a few tries you should start to realise the tremendous power this command has, not to mention the ease that it brings to creating unique shapes.

The icon drop object rendered here in *LightWave* was created using a globe and setting the Y offset to a value of 2. As a challenge try mirroring the object horizontally, then copy it to layer two and rotate it through 90 degrees. Now move it back to the centre of the working area and copy it back to layer one. The result is an abstract object looking, which could look quite interesting when rendered and animated. You can save the type of object I have in mind in the *Pixel Pro* screen shot.

Next month we'll look at some more of the Modify operators. ■

### Exporting objects



*Modeler 3D* uses a very similar file format to that of *LightWave*. You can load many objects created with *Modeler 3D* directly into *LightWave*. And, using *Pixel Pro 3D*, you'll also be able to convert your objects into file formats for use in other 3D modelling programs.

To load the objects into *Pixel Pro*, save them from *Modeler 3D* as Binary. You'll then be able to open the objects in *Pixel Pro* as normal and save them out in the format of your choice.

This object above has been created using *mmep*, mirror, and rotate and loaded into *Pixel Pro* for conversion to an *Imagine*-compatible format.

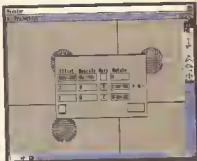
### Who's on top?



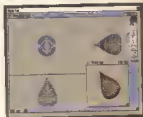
When building complex 3D objects it's often useful to work on just one part

of an object, without having to worry about the polygons and points surrounding it. *Modeler* allows you to do this using a system of layers. You can have up to eight layers, each holding individual points and polygons. Multiple layers can be displayed and saved, and turned off so they become invisible.

To change layers simply click on one of the small boxes (labelled one to eight) in the bottom right-hand corner of the screen. The currently selected layer will be displayed. To view several layers at once, select them whilst holding down the shift key.



▲ A globe object prior to using the rotate command. These parameters will create a rounded-top shape.



▲ After using remap on the globe it changes into the rounded shape.



# ProCalc Tutorial

## PART 2

The power of ProCalc can make working out house hold bills a cinch. This month we show you how, using some powerful financial functions.

Last month we covered the basics of functions, operator precedence and logical operations. Now we're going to move on to functions themselves with some examples. This approach shows how the functions work, whilst giving you spreadsheets that you can start using and ideas for other possible spreadsheets.

The first example tackles the age old problem of loan repayments. In this case using ProCalc's PMT function. This returns the amount needed per month to repay a figure borrowed, with a fixed interest rate, over a number of months. Using ProCalc we can build upon this function to quickly try out different interest rates, repayment periods and deposits.

The syntax for the function is

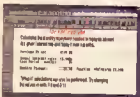


Figure 1 Here we have the PMT function in action — handy for working out any long term repayment plans.

"=PMT(x,y,z)" where x is the interest rate, y is the total amount borrowed and z is the number of months. In the sample shown in figure 1 I've set up three cells to hold these figures. When entering these numbers, remember to only enter the numbers and not the pound sign and percentage symbol (see the panel 'Formats' for more details). The fourth cell holds the formula, and once calculated shows the amount to repay on a monthly basis.

### What if?

You can carry out 'what-if' tests by simply changing the values in the

first three cells. 'What-if' capabilities are one of the primary advantages of spreadsheets and allow you to experiment with different values, asking 'What-if I changed such and such a value?' You could also use 'what-if' to find what starting parameters are needed for a desired result. Suppose for instance you wanted to borrow £199 from a bank to buy Power Computing's new CD-ROM drive, but could only afford to pay back £10 a month. By changing the entries in the first three cells you can try out the different repayment periods needed to reach the £10 repayment amount — a typical what-if test. In our example we find that with an interest rate of 16%, twenty four monthly repayments of just under £10 would be needed.

We can also use ProCalc to find out the total repayments, ie how much the bank will charge you for the loan. To do this, simply multiply the monthly repayments by the number of months — so the formula would be "=D12\*D10".

Another factor you could add might be a deposit. This would let you reduce the monthly repayments by increasing the initial deposit and stretching out the number of months over which the loan was repaid. To add a deposit, type in the figure £50 under the loan amount. Now change the PMT function to "=PMT(D8/12,D7-D8,D10)". This does the same as the last PMT function, but now we subtract the deposit value (held in D8) from the loan amount. Once again you can carry out 'what-if' tests by changing the initial deposit figure.

Because we've now added a deposit, we'll also have to update the formula to take this into account. To do this change the formula to "=D12\*D10+D8".

The screen shot in the box outlined formats shows these last two amendments. Note how adding a deposit and increasing the number

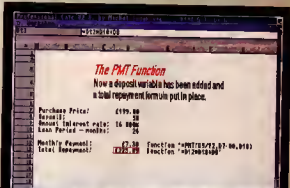
of repayment months has reduced the monthly repayment amount.

### Terms and ...

The opposite function to PMT is TERM. This returns the number of months required to reach a desired amount, by making equal payments to an account paying a compound rate of interest. We could ask ProCalc to figure out how many months we'd have to hand over money for if we borrowed £199 with a given interest rate. Again this could be used in what-if calculations to help plan your future budgets.

The syntax for this function is

"=TERM (payments, interest, value)". Payments is the amount paid each month, interest is the interest rate, value is the total amount spent. Using this function with the figures used for PMT above, you'd enter "=TERM(10,16,199)" or to be it into the cells "=TERM(D12,D8/12,D7-D8)". In the first case TERM asks how many months will be needed to repay a £199 loan at 16% interest paying £10 back a month. The second result uses the values in the cells, taking into account the deposit. Next month we'll continue our look at functions with some more real world examples. ■



### Formats and menus

When entering data into the spreadsheet, you'll probably notice that your screen doesn't look like the one shown here. The obvious difference will be that our numbers have pound signs in front of the prices, and a percentage symbol at the end of the percent number.

You don't need to enter '£' and '%' symbols when typing in numbers, in fact if you do ProCalc won't operate correctly. Instead enter only the numbers. Now move the cursor over the cell with one of the numbers and select the 'Numeric Format/Format' menu. You'll then see another menu pop up which lists a range of possible formats. If the cursor is over a cell containing prices, click on the 'Currency' option, or for percentages click 'Percent'. The '£' and '%' symbols will then be added for you.

# Graphics Mas

## PART

### 1

Become a 24 carat 24-bit artist with our easy to follow guide to Photogenics.

**P**hotogenics offers features to Amiga artists that used to be found only in high-spot, high-priced systems. What's more it combines them with a level of sophisticated image manipulation never seen on the Amiga. Over the next few months we'll be running expert tutorials to help you develop your skills with the program, and expand your artistic horizons.

PhotoGenics is a very versatile program. You

can sketch in pencil, pastels or crayon, dabble in biro or felt tip or make your pictures spring to life using watercolours. The way the program is structured means you can merge different images, both in terms of graphics or texture, and it makes photo-montage work a dream. In this first tutorial we'll create images using an assortment of drawing mediums and try our hand at merging separate images to achieve special effects.

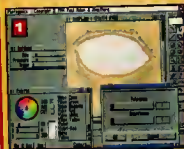
## Tutorial one

Just like the real world, your brush strokes reflect your medium, trying to simulate watercolour washes in 8-bit drawing packages is damn near impossible. But *Photogenics* lets you dilute colours loaded onto the computer brush with infinite precision, through the Settings menu. The pressure of a brush affects the amount of colour laid down, and used in conjunction with the Transparency factor gives a vast range of strokes.

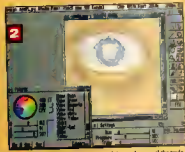
This example uses only a small drawing screen, so create one of around 200 by 200 units large, using light beige as the background colour (colour values of H23 S40 and B194). As in true watercolours, the outline is gently added: draw the eye shape in paint mode using the biro brush, and light Burnt Umber as your colour. To edit a colour's intensity, click up the colour requester and click and drag the Saturation slider to the left to lighten,

or right to darken. The shading under the eye intended to give the object depth, is added using a wide Pencil brush (size 11 with a pressure of 14%) works well, adding a light gray colour with sweeping movements of the mouse. The combination of Pencil and the settings creates a nice streaked grain effect.

You can magnify the image once now, to get closer to the work in hand. Firstly, using a pink wash with high transparency draw in the pink dot at the corner of the eye and just edge a little around the inner eye with the same colour. Using the Fill tool, with a very low tolerance level, fill the inside of the eye. *Note: the Tolerance setting is accessed from the Image/Fill options pull-down menu, and determines how similar adjacent pixels need to be in order to be filled. Set it high and you cover a wide range of similar colours. Likewise a low tolerance level will restrict the number of similar colours affected by the Fill option*



1. Working from the eye's surface and back-stroke the shadows it's time to fill the eyeball with white



2. Of Moir eyes is back - the delicacy of the pupil is one of the trademarks of painting with Photogenics.

## So many options

The menu structure of *Photogenics* is huge. We're talking serious choices here. The access shots on these pages show the major items which can be active on your drawing screen - but don't panic, you can have as many open or closed as you like. The modes, brush setting and palette menus are the ones used most often, so it's to keep them open at all times. The scope of choices is initially bewildering, but the learning curve is well within the reach of everyone: sometimes it's like being in a sweet-shop - you have to try everything!

One of the beauties of *PhotoGenics* is that you can experiment wildly. Execute an effect in one mode and if it's not up to scratch, you can m-do it without harming your image. Best of all, even the colour of your paint can be altered after it's been applied. This option helps you achieve the exact effect you're looking for.

The blue iris is an open circle, drawn for delicacy with the Crayon brush of size 5, using the violet colour. The pupil is a similar, smaller circle drawn in crayon in black. The highlights on the pupil are plain white, with slight transparency.

Finally the eyebrow is just two strokes of Umber, using the crayon brush with 50% transparency, and the hint of eyelashes was done with the Sponge brush with a size of 6, transparency of 10% and light brown as the colour.



3. The eye takes on more realism with the addition of the iris reflects highlights and hints of eyelashes

# terclass

## Tutorial two

Using simulated watercolours on canvas we can recreate the brush strokes of conventional artists on the computer. The only difference is, if we make a mistake, we can rub it out.

The beauty of using water colours is the way washes of subtle colours interact with the paper and with each other. *Photogenica* recreates this feedback superbly and does it in a sophisticated but easy way.

Surprisingly enough, I chose to create the tree foliage using the Cloth brush, this is a great brush for random blots of colour, and when it is set larger than normal, it covers a wide area, with good colour fading around the edges. So with a light green as your colour, dab around a new, off-white screen to create the shape of foliage.

Fix the image and change to a darker green. Decrease the size of the brush by half, and drop some darker, shady leaves on the tree.

The trunk is purely representational, and was sketched using the Felt Pen brush, set to a size of 4, using burnt umber as the colour.

The water was achieved using the Water colour brush with 80% Transparency. A few streaks is all it takes in this minimalist art form. The far-off snow-capped brown mountain was also drawn in water colours, the snow peak using the Filled freehand drawing tool and white. A violet open rectangle frames the shot nicely.

The text is pure imagination, but it looks authentic. It was drawn using the Calligraphy pen on low transparency. The sweeps of the strokes are visible and a really nice touch.

The finishing touches involve using the Alpha Channel, this is where we store a further image, which can be made to interact with our drawing. The first stage is to make our artwork look as if it were drawn on paper so we need to mottle it slightly. To do this from the Loedel's menu, select White Noise and accept the defaults. Something resembling TV interference is generated - save this for now, as it will be useful in future work. Move its icon, as displayed in the mm-bar at the bottom of the screen, into the slot marked Alpha. The effect we want to create will be based on this unassuming image.

From the Modes menu, select Rub Texture and execute the effect by clicking on the Fill Paint Layer icon (above left of the Fix icon) on the Toolbar. The texture of the white noise screen is added to the drawing, giving a more realistic look to the image.

But wait - there's more. Fix the image and save it. In the same way as you loaded in the white noise, load the *For.jpg* which came with your program as the Alpha Image (you can find it in the Textures directory). From the Modes menu, select RubMix, click on the Fill Paint Layer and watch as your drawing is transferred to crumpled silk. Beautiful.

## Image composition



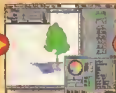
A powerful feature of *Photogenica* is the 'compose' function. Each part of the image was rendered in LightWave and saved in 24-bit IFF format with an 8-bit alpha channel set coreposited onto a black page one by one. This allows you to move, position and scale the images without having to commit to any changes. Once you're happy with the composition, the images can be blended in using any of the brush tools. The airbrush is probably best.

It's also easy to achieve the slightly transparent effect on the text and erroneous car. When composing the secondary image, open the brush settings window (the 'Y' key is a useful shortcut key for this). The last of the three sliders in this window is the transparency setting. By moving the slider you can increase the transparency of the secondary image.

Another popular trick of the trade is the drop shadow. Simply 'Paint' where you want the shadow to be, then change the mode from 'Paint' to 'Brighten' and adjust the brightness in the mode settings window to about 50. This will darken the selected area to give a shadow-like effect.



A. The tree is loaded on using two shades of green, which shows up as many levels of shades 80% to transparency.



A. You can add more detail by using the water response in first-hand choice delicate lines.



A. A subtle pink sunset-type sky and a brown haze to help the image take more form.



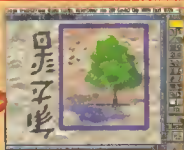
A. This enlarged image shows how finely the colours are laid down on screen.



A. Use the Calligraphy brush to paint calligraphic characters.



A. The main image and the RubMix image. Consider this for a strong image.



A. The finished product, with the RubMix effect making the drawing look as if it were painted on shimmering silk.



# Buyers Guide

**PART 1** Buying mail order might seem risky but it needn't be. Andy Leening kicks off a new series of the CU Amiga Magazine buyers guide.

**S**hopping for computer peripherals can be a tricky business. Can you be sure you're getting what you want? Is it good value for money? Will the company you buy from be able to support the product? Over the next few issues I'll be giving you all the information you need to shop with confidence.

Obviously there are differences between buying from shops and buying via mail order. If you intend to buy via a mail order company, follow our 'Managing Mail Order' guide on this page. This will give you peace of mind and added security when parting with your money. In brief, check the goods you want are in stock before ordering, keep a record of all conversations and correspondence you have with the company, only order using a credit card and put any complaints you have in writing. If you return the goods, send them via registered or insured post so you're covered against loss.

Most of the time your goods will arrive and everything will be hunky dory, but occasionally problems arise. Maybe your goods don't turn up, or they're faulty when they do arrive.

In such cases there are several solutions to your problems. If the goods don't arrive, call the supplier as soon as a reasonable period of time has passed. Twenty eight days is an accepted period for mail order delivery - there's little point in panicking before this time. When you do contact them, call them and then write. Note down the names of anyone you speak to and if they won't give you their name, ask to speak to the manager.

Next month we'll take a look at what action you can take in the event of goods not arriving. ■



## Managing Mail Order

Follow this simple guide when buying via mail order.

1. Check that your chosen supplier has the goods in stock before ordering.
2. Check that the price quoted includes delivery, and any other hidden charges.
3. When placing an order use a credit card. This will give you some protection if things go wrong.
4. Take the names of anyone you speak to or deal with.
5. Record all correspondence and phone calls.
6. If ordering by phone, confirm it in writing, giving details of price etc. But make sure that you state that the letter is confirmation of a previously made order, not a new order!

## Advertising Complaints

If you get into trouble, CU Amiga Magazine's advertising team will do their best to help you out. If you experience any problems please contact Chris Peters on 071 872 9700. Alternatively write to him at CU Amiga Magazine, EMAP Images, Priority Court, 30-32 Farriagood Lane, London EC1R 3AU.

## CU Amiga Magazine

To the supplier: this order follows your advert in CU Amiga Magazine. Please treat it as a priority order.

**Reader:** if purchasing by post or fax, complete this form and send it to the company you are ordering from. Alternatively, use it to note down your order when calling.

### SUPPLIER

Company

Address

Tel. Number

Date of order

### CUSTOMER DETAILS

Name

Address

Postcode

Daytime phone number

### Method of payment:

Postal Order, Cheque, Visa, Access, Amex, other credit card\*

Card Number

Expiry Date

Start Date

### DESCRIPTION OF GOODS ORDERED

Goods

Delivery Charges

Total Price

Delivery Date Required

Signed

Usually within 28 days

If you intend to send this order form through the post, take a photocopy first.

\* If using a credit card other than Visa or Access check that the supplier can accept the card.

# DON'T MISS

Just look at what CU Amiga Magazine

## THE BEST TUTORIALS

You want to get the best out of your Amiga, and we help you do it. Here are just some of the features we've run in the last few months:

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Amazing graphics and great gameplay.

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as delivered in the last twelve months!

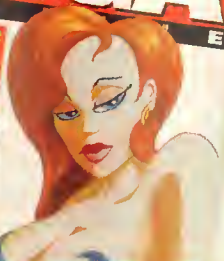
3D Dir Opus ■ Photogenics Plus: A500 buyers guide

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# FANCY A SPELL IN EUROPE?

## FANCY FOOTBALL LEAGUE

**WIN**  
a trip for two to  
a European city  
and football  
match of your  
choice during  
1995!

**AMIGA**  
MAGAZINE

and The One For Amiga (the best Amiga magazine edited by a Welshman) have teamed up with Renegade and Sensible Software to bring you the ultimate magazine football competition. The Fancy Football League, run over the next four months, will test your knowledge of football and footballers to the limit. Hey, even if you know nothing about football it will test your luck to the limit. Anyway, once the men have been sorted from the boys, the real men will be sorted from the just average men until finally a total

super-human football genius lot spawny gill triumphs and wings off to see his (or her, this is an equal opportunities competition) favourite European football team in action on their home ground. But that's not all! Every month there is a team strip (of your choice) up for grabs by the person whose team performs the best! And it's all courtesy of Renegade. Their generosity knows no bounds.

It all starts off this issue with the coupon printed on page 80. All you have to do is choose a team from the 22 top sides we've printed here within the budgetary constraints that Renegade have set. And they're not as generous with national money as they are with the real stuff! You've only got £17million to spend - roughly what you would get if you were

**Sensible**  
WORLD OF  
SOCCER  
FANCY FOOTBALL LEAGUE

### JOPS ATHLETIC!

Here's a sample team chosen by Sensi's Jon Here

No	Name	Team	Code	Price
1	Luis Henrique	Atletico Minero	0401	£3M
2	Stig Inge Bjornbye	Liverpool	1216	£550K
3	Paulo Negro	Lazio	1112	£550K
4	Dave McPherson	Rangers	1812	£1M
5	Miguel Lasá	Real Madrid	1914	£750K
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11	Sergio Araujo	Atletico Minero	0431	£2M

### THE 22 TEAMS

- AC Milan (Italy)
- Ajax (Holland)
- Arsenal (England)
- Atletico Minero (Brazil)
- Barcelona (Spain)
- Bayern Munich (Germany)
- Blackburn Rovers (England)
- FC Porto (Portugal)
- Galatasaray (Turkey)
- Juventus (Italy)
- Lazio (Italy)
- Liverpool (England)
- Mamelodi Sundown (South Africa)
- Manchester United (England)
- Nagoya Gremas (Japan)
- Newcastle United (England)
- Paris St-Germain (France)
- Rangers (Scotland)
- Real Madrid (Spain)
- River Plate (Argentina)
- Sampdoria (Italy)
- Tottenham Hotspur (England)

#### AC Milan (Italy)

1	Roberto Mancini	D	0101	Italy	£1M
2	Christian Panucci	D	0112	Italy	£1.9M
3	Franco Baresi	D	0119	Italy	£3M
4	Alessandro Costacurta	D	0114	Italy	£3M
5	Giuseppe Meazza	D	0116	Italy	£3M
6	Roberto Tonello	M	0120	Italy	£3.5M
7	Demetrio Albertini	M	0127	Italy	£3.2M
8	Manuel Dennerly	M	0128	France	£3.5
9	Giuseppe Lentini	M	0130	Italy	£3M
10	Dario Serravalle	A	0135	Argentina	£7M
11	Alessandro Melli	A	0137	Italy	£4.5

#### Ajax (Holland)

1	Ewoud van der Sar	G	0201	Holland	£300K
2	Michael Reuser	D	0212	Holland	£300K
3	Guus Brink	D	0213	Holland	£500K
4	Frank De Boer	D	0214	Holland	£1.5M
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7	Edgar Davids	M	0227	Holland	£500K
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9	Wim Onkenhout	M	0229	Holland	£3M
10	Piet Heugens	A	0230	Holland	£500K
11	Ronald De Boer	A	0231	Holland	£3M

#### Arsenal (England)

1	David Seaman	G	0301	England	£1.5M
2	Lee Dixon	D	0312	England	£1.5M
3	Steve Nouri	D	0313	England	£2M
4	Tony Adams	D	0314	England	£2M
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9	Paul Merson	M	0319	England	£2M
10	Kevin Campbell	A	0320	England	£1.5M
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#### Atletico Minero (Brazil)

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3	Neco	D	0413	Brazil	£1.5M
4	Paulo Roberto	D	0414	Brazil	£2M
5	Alexandre	D	0415	Brazil	£2M
6	Kliver	M	0416	Brazil	£2M
7	Orlando	M	0417	Brazil	£2M
8	Carlos	M	0418	Brazil	£2.5M
9	Tenreiro Pereira	M	0419	Brazil	£3M
10	Renato	A	0420	Brazil	£1.5
11	Sergio Aragão	A	0421	Brazil	£2M



**Mamelodi Sundowns (South Africa)**

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9	Thabane	F	1981	South Africa	£350K
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**Paris St Germain (France)**

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9	Thabane	F	1981	South Africa	£350K
10	Thabane	F	1981	South Africa	£350K

**Rangers (Scotland)**

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8	Thabane	F	1981	South Africa	£350K
9	Thabane	F	1981	South Africa	£350K
10	Thabane	F	1981	South Africa	£350K

**Real Madrid (Spain)**

1	Thabane	F	1981	South Africa	£350K
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8	Thabane	F	1981	South Africa	£350K
9	Thabane	F	1981	South Africa	£350K
10	Thabane	F	1981	South Africa	£350K

**River Plate (Argentina)**

1	Thabane	F	1981	South Africa	£350K
2	Thabane	F	1981	South Africa	£350K
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8	Thabane	F	1981	South Africa	£350K
9	Thabane	F	1981	South Africa	£350K
10	Thabane	F	1981	South Africa	£350K

**Sampdoria (Italy)**

1	Thabane	F	1981	South Africa	£350K
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8	Thabane	F	1981	South Africa	£350K
9	Thabane	F	1981	South Africa	£350K
10	Thabane	F	1981	South Africa	£350K

**Tottenham Hotspur (England)**

1	Thabane	F	1981	South Africa	£350K
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10	Thabane	F	1981	South Africa	£350K

**THE FANCY FOOTBALL LEAGUE ENTRY FORM**

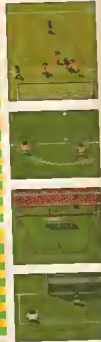
Use this form to write down your Fancy League team. This will make it easier when phoning through your selection. It also doubles as an entry form if you don't have a touchline telephone! Remember only send a photocopy, not the coupon itself!

**TEAM NAME**

NUMBER	POSITION	NAME	PLAYER CODE	VALUE
1	GOALKEEPER			
2	DEFENDER			
3	DEFENDER			
4	DEFENDER			
5	DEFENDER			
6	MIDFIELDER			
7	MIDFIELDER			
8	MIDFIELDER			
9	MIDFIELDER			
10	ATTACKER			
11	ATTACKER			
				TOTAL VALUE

Note: You must have 1 goalkeeper, 4 defenders, 4 midfielders and 2 attackers. Players cannot play out of position. Fill out this form carefully before you phone and make sure that everything is just as you want it. Phone and postal competition entries can be made from 21 February to 31 April 1995.

**To Enter Call: 0891 615640**  
 Address: Fancy League Entries, Computech, Unit 1, Neesh Hill, Kewley Lane, Shifnal, Shropshire TF11 8PJ. For postal entries please include a stamped self-addressed envelope with your name and full address so that we can notify you of your competition entry number.



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800 37838

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200	200	200	200
300	300	300	300
400	400	400	400
500	500	500	500
600	600	600	600
700	700	700	700
800	800	800	800
900	900	900	900
1000	1000	1000	1000

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30% TO 90¢ YES 90¢!!

ALL DEAS COMPATIBLE  
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DESK EGGI DESKSTART VLS  
TO USED ON A500-A600  
A1200-A4000

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# LOGOS, MEANINGS AND MYSTERIES:



CD32 queries, ParNet and various other CD-ROM-related problems.



All about upgrading RAM, operating systems and processors.



Plug-in hardware of any kind: scanners, disk drives etc.



Answers to queries on particular pieces of software.



Muscle, sampling, MIDI and anything that makes a really loud noise.



Miscellaneous tools to keep your Amiga running smoothly.



Form-feeders, page-breaks, preferences and lots, lots more!



Monitors, TVs, readjusters, screen-modes and all that stuff.



Picels, sprites, animation, pictures, in an small word: graphics.



Spreadsheets, databases, organisers, accounts ...



Not everything fits into a pie-hole, but anything you like fits in here.



Send your technical problems to Q+A, CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU. We'll do our best to sort you out.



**TONY HORGAN**  
"I can't hold this grin much longer, it's no good, I'm definitely gonna crack!"



**ANDY LEANING**  
"I'm Andy, your technical agony uncle. I apologise for the awful yellow T-shirt."

## PCMCIA problems



I own an Amiga with a 420Mb Overdrive hard drive and would like to buy a RAM upgrade. I was thinking of purchasing 4Mb of Fast RAM. However, a friend told me that a normal RAM upgrade would conflict with my PCMCIA-connected hard disk. Is this true? I hope not as I want to upgrade my Amiga with some useful fast RAM. Please can you tell me which boards would be appropriate how much they cost and where I can get them.

I live outside the UK, therefore I can only order stuff by mail so please can you let me know about mail order companies specifically.

**Sebastian Kleemann,  
The Netherlands.**

There are some problems with fitting Trapirom RAM expansions and PCMCIA peripherals. However, most of the RAM boards coming out now do not clash with the PCMCIA slot. The only way to be sure that you won't experience problems is to ask the manufacturers of the various boards before you buy them. We use the Power Viper accelerator and RAM board which works fine with our Overdrive.



A PCMCIA slot - most of the third boards coming out now will not clash with PCMCIA slots.

## Hypercache



When I load your cover disk Hypercache on my Amiga with 5Mb, I get the message "can't open DFO Summary for

input object not found". I thought that I had a faulty disk so I bought a new copy with a new disk. Same problem. Help.  
**L. Evans, Gwent.**

There was a slight mistake in the disk loading instructions. To install Hypercache type the following in the shell:

copy DFO Hypercache/Hypercache  
sys c:/hypercache (return)

copy DFO Hypercache/Summary  
sys c:/summary (return)

Note type in Hypercache -v DFO  
(return)

It should now work.

## SLIP connection



I own an A1200 with a Sportster 28,800 modem using Ncomm software and have been offered four months free

access to the Internet via a SLIP connection. However the problem is finding the right software to feed my A1200 and my time is running out. I have tried downloading several SLIP programs and they are all either missing instructions or corrupted or sometimes both. Can you explain to me which files I need and how to use them, or better still how about putting them on a future cover disk?

**Martin Goosen,  
West Sussex.**

In one of those strange chicken and egg situations the software you need to connect to the Internet is on the Internet. To get it you

need to have the software to enable you to download it! Alternatively you can get it from a CD-ROM, as it's included on many including most of the Amiga disks. The only other chance you've got is if you know someone who already has access to the Internet and can download it for you. You'll need TCP/IP and AMOSIAC (the WWW reader) which are held on AmigaNet sites.

## Questionnaire



I have a few questions that I would like answered.

1 I have just upgraded my Amiga 600 to an Amiga 1200. What's the difference between them apart from 2Mb and 32-bit chips?

Amiga 1200. What's the difference between them apart from 2Mb and 32-bit chips?

2 I'm wondering whether to buy either a Zappo CD-ROM or a 2.5" hard drive. Which one is better in the long term?

3 If I bought a CD-ROM can I watch Philips CD-i software such as movies and games on it?

4 Why can't Amiga bring out any games that are interactive like 3D?

5 Does any other company use the AGA chipset and if so who?

6 Why does everybody slag off the Amiga compared to a PC? In my opinion the PC is crap and has not really changed for the last ten or fifteen years.

**Mark Gilmann, Manchester.**

1 The difference between an A1200 and A600 other than 32-bitness? Well the A600 is smaller for starters, then there's also a full expansion slot underneath the A1200 (the AGA graphics, a numeric keypad and Workbench 3 instead of version 2).

2 Whether to buy a hard drive or a CD drive? It's a hard question for courses. Adding a hard drive will make your Amiga seem a lot faster, and give you lots of space on which to save files, pictures and sound samples. A CD drive can't save data or programs, it basically offers you access to pre-recorded CDs holding programs, pictures, sound files, etc.

3 CD drives currently have no VideoCD/Philips CD-i compatibility. However several Far East firms have plans to release a box that you can plug into a normal CD player that will then let them play VideoCDs.

If you found a CD drive for the Amiga with a digital out port then you might, in theory, be able to link one of

these boxes to the CD drive. But don't bank on it.

**4 The term 'interactive' is misused.** All games are interactive, and ironically, those that are touted as interactive involve far less interaction than the simplest platform game! The closest the CD32 has come to an interactive movie was a lame *Shovel Knives* game. The CD32 is quite capable of these games, but they take a lot of work to prepare, and the end result is usually nothing more than an extremely shallow adventure game with nice graphics.

**5 Commodore holds the copyright to the AGA chip** and no other company can use it. However, some developers in the USA are starting to use Amiga hardware as the basis for their own video products.

**6 Possibly because the PC is better!** No, only kidding. Every owner likes to think their computer is better than someone else's. For this reason PC owners slag off the Amiga, and Amiga owners slag off the PC. In truth they both have their advantages. See our article in the February '95 issue for a comparison of the Mac Vs PC Vs Amiga.

## Just enough RAM

I am considering buying a RAM upgrade for my A1200. I have an Overdrive. Use FinalWriter all the time and am thinking of buying a scanner in the future. All I want is to be able to stop FinalWriter saying not enough memory. All the time and to be able to handle graphics from a scanner. I have a budget of £200 and I think I'd like the Hawk from Silica seems a fairly decent board for the money, but there isn't really much to compare it to. Please help.

**Ryan O'Neill, Northern Ireland.**

The Hawk is a reasonable memory board for the money and you won't be disappointed. It will certainly cut out the error messages you keep seeing.

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The Hawk is a reasonable memory board for the money and you won't be disappointed. It will certainly cut out the error messages you keep seeing.

## Q&A responses

In response to letters in the February Q&A in CU Amiga Magazine

**AG Smith:** Lemmings if HD install works fine. Use the patch on the disk from NAUG but install it manually as the supplied script is wrong.

**Lee Arnell:** you can connect a CD drive to an A600, using the Squirrel and a SCSI CD drive, although this is rather expensive.

On a personal note, I am having trouble getting ToolsDaemon 2.1 working on my Amiga 6800, kickstart

37.00, 2Mb RAM, workbench 2.05 and 64Mb internal HD. It will only start up when a program such as Snoopdos, Despatch or the Commodore Exchange program is running. Once started though it works fine. What's going on?

**Jeff Jones, Northumberland.**

Thanks for your answers. You are indeed right that the Squirrel can be used to add a CD drive to the A600. Apparently the Zappo CD drive will also now work with the A600 - although Indis/Calculus the UK distributors have not informed of this update or sent us a new simple to review.

In reply to your particular problem, ToolsDaemon should work. Have any readers got any suggestions?

## Citizen quarry

I own a Citizen Swift 240c and I am thinking about buying a Citizen PROjet 2. What I really want out of a printer is good colour with no light or dark lines going through it. I would like quality just like the front covers on your magazines. I don't care about speed or noise. Will a Citizen PROjet 2 do this? Finally if it's not too much trouble, could you please tell me where to get a PD database where you type the info into cells on the screen.

**David (no address supplied)**

Given that you're considering the Citizen PROjet I've assumed you are interested to spend under £400. This being the case I'm afraid you won't get anywhere near the quality of print you see on our front covers. You'll need to spend around £600 to £800 to get near such quality. However the PROjet will give you a massive increase in quality compared to the 240c.

## Spot the difference

I have recently upgraded my A500 with a Fatter Agnus and a 2.05 ROM which came out of a scrapped A600. The extra RAM was fitted when I bought it. Is there any difference between the 2.04 ROM and the 2.05 ROM? Also would I be better off selling my A500 to buy an A600 with a hard drive, or should I keep the A500 and just get a new hard drive? I'm unemployed so I can't afford an A1200.

**Dean Hanighan, Somerset.**

Your best bet would be to save for an A1200, as most future peripherals and expansions will be developed for the A1200. If you can't wait to save up, stick with the A500. Upgrading the ROMs will give a great start, and a hard drive would

also be well worth having. The A600 is a nice computer but it's not nearly as expandable as the A500, which is still well-supported by third-party developers (see pages 94 for a round up of A500 upgrades).

## Printer problems

Recently I purchased a Citizen ABC printer to replace my CBMMPS1270 which gave up the ghost. As I only use my printer for text printing I thought the ABC would be ideal especially as it is advertised as being 'easy to use' and already has a ruler daisy.

However, when I tried to print, all I got was a page of text with each line split in half horizontally with about a one and a half inch gap in between. I had already copied the Print Manager onto my copy of PageSetter 3 and selected the ABC printer driver - so I don't know what the problem is.

It's a nuisance having to use the Print Manager and I would prefer it possible to use a driver in the dev's drawer.

However, if by using the Print Manager you get a lot better quality how do I get it to work, and where am I going wrong?

Also I have bought the Spectrum AGA V1 3 emulator. It is perfect in every way except that it is fairly slow.

Would buying 1Mb or 2Mb of fast RAM speed the games up and if so by how much?

**P. White, West Yorkshire.**

From your description I'd speculate that the printer is printing a carriage return and line feed at the end of every line when it should just be printing a carriage return. You'll find an option in the Citizen Print Manager to switch between these.

Alternatively you could use a normal Amiga printer driver, and although the quality won't be as good it will be close. Adding extra memory will improve the Spectrum emulator slightly.

## Hard drive hell

I have an A600 with 2Mb of chip RAM, extra disk drive and a Panasonic printer. I recently had a 170Mb IDE hard drive installed with 20Mb as workbench and 150Mb as work. I am encountering a problem with duplicating libraries in the lib's drawer of my workbench.

For instance Advantage was installed in a drawer and the lib's copied from the disk to the lib's drawer of workbench. The spread sheet runs fine from the hard drive.

When I install another program that requires the libraries copied to

the workbench lib's some of the library names are duplicated and are over written on the ones already in my lib's drawer.

This results in the error 'something is missing' and then the computer crashes. This is becoming extremely frustrating.

If I rename the libraries will the programs still recognise them? I know little or nothing about programming but I am fairly confident with the Shell.

**Glenn Florey, Kent.**

I suspect that when you are installing new programs you aren't adding the new libraries to your lib's drawer, just replacing the old one with the new drawer. When you then try to load the old program it can't find the libraries it's looking for and therefore crashes.

The way around this is not to copy over the entire lib's drawer. Instead merely copy over the contents of the new lib's drawer. You can do this by going into the lib's drawer of the floppy disk you're copying from and calling up directory. This would be done by typing:

CD DFO lib's  
DIR

This will then show the libraries needed for this program. Note copy over the individual files into the lib's drawer on your hard drive using the copy command. Alternatively use Directory Copy from our Feb. '95 issue which will make it much easier - you won't need to use the Shell. Once you've done this try loading the different programs. They should now all work.

## NO SAES PLEASE

We regret that we cannot respond to readers' queries by post or over the phone. Please do not include stamped addressed envelopes with your letters, as we simply don't have time to answer the thousands we receive. Responses are only possible through the pages of the magazine.

**BIFF!**

**SUPER STREET  
FIGHTER 2**  
hits the Amiga!

**SHAZAM!**

**TFX**  
More superer  
than Sonci

**KAPOW!**

**OUCH!**

**LOST EDEN**  
Would you  
Adam 'n' Eve it?

Read The One's  
**EXCLUSIVE!**  
deeply probing  
Work In Progress!

**DENIED!**

**FLIGHT OF THE  
AMAZON QUEEN**  
It's HUGE!

**PAT!**

**BALDIES**  
Go on, give  
'em a good  
slap!

**FREE!**

Nelson  
Mandela under  
each disk!

THE  
**ONE**

April issues Considerably nicer than  
a smack in the face. In all decent  
newsagents from 28th March.  
You'd be a fool to miss it (doh)!

\*Contents subject to change at the last minute





# Frequently Asked Questions

**Swapping disks with other computers can be a tricky business. John Kennedy tackles some of the more common problems.**

**Q.** Is it possible to use PC disks with my Amiga?

**A.** Yes, so long as you have the right software. The Amigas 1200 and 4000 come with a program called *CrossDOS* as part of the Workbench software. *CrossDOS* gives your Amiga a virtual PC disk drive called PC0. This is the exact same disk drive as DF0, but it can be addressed as either PC0 or DF0.

**Q.** I don't have Workbench 3, what can I do?

**A.** Either upgrade to Workbench 3.1, or buy *CrossDOS* separately. There are also various programs available in the public domain (such as *MessyDOS*) which will achieve the same result.

**Q.** What's the exact difference between High Density and Double Density disks?

**A.** Most disks used with IBM-PC clones are High Density floppy disks, and all Amigas (with the exception of some late A3000s and all A4000 models) use Double Density disks.

A High Density disk can be identified by the extra square hole in the corner. It looks like a write protect tab but has no little movable shutter.

You can buy a third party High Density disk drive for use with the A1200 which will store twice as much data per disk.

**Q.** Is it worth upgrading my A1200 to a High Density disk drive?

**A.** Only if you have already fitted a hard drive and some extra memory. A High Density disk drive is most useful for backing up hard drives and swapping data with PCs.

**Q.** Why does the Amiga need extra software to read a PC disk?

**A.** Disks must be 'formatted' before they can be used. The formatting procedure divides the disks into a number of tracks and sectors. This organisation is necessary for the disk operating system to be able to read and write to and from the disk.

However, the Amiga uses a slightly different formatting method from the PC, and as a result can squeeze slightly more data onto each disk. With hindsight this was probably a mistake, as although physically the disks are identical, the difference in formatting means they cannot be swapped between machines.

**Q.** How do I use *CrossDOS* with Workbench 3?

**A.** To start the *CrossDOS* system working, find the drawer called Storage which is part of the Workbench system. In the drawer named *OSDrivers* you'll find an icon labelled PC0. Double-click on it and a new icon should appear on the Workbench. Copy this icon into *DevS/DOSDrivers* if you want it to

be present all the time.

Alternatively, opening a Shell and entering "mount pc0" will have the same effect.

When you read and write to PC0 the data is read and written in the correct format for PC disks. You can even format PC disks in this way, although I have occasionally had problems and find in general it is better (and faster) to format the disks on the PC if at all possible. The Amiga drive DF0 can still be used. If you have an external floppy it is possible to create a PC1 device so that it too can behave like a PC disk drive.

**Q.** Whenever I copy text files from PC0, I get extra lines appearing.

**A.** Linefeeds and carriage returns are dealt with differently by Amiga and PC programs. Find the Commodore called *CrossDOS* on the Amiga Workbench. It includes an option to strip the extra linefeeds.

**Q.** How can I transfer data to and from an Apple Mac?

**A.** There is no easy way to emulate the Apple method of formatting disks (which causes the disk drive to spin at different rates). The good news is that all Apples come with a program called *Apple File Exchange* which can read PC disks. *Nervus Macs* (with System 7.5) can read PC disks even easier. *HardWare Mac* emulators (such as the excellent *Emplant*) can use the Amiga disk drives to read and write Apple disks. *Emplant* can also use the AppleTalk networking system, so you could swap files to and from a Mac in this way too.

**Q.** My Virus checker goes nuts with *CrossDos*, why?

**A.** The Virus checking software knows

there is an extra disk drive present (PC0) but can't read it - and therefore warns that there may be a virus on the loose. You will either have to put up with the warnings or switch off the checker until you have finished using PC disks.

**Q.** If I can read PC disks, does that mean I can run PC programs?

**A.** No, so put away that disk with *Doom* on it. Being able to read disks is one thing, using programs written for a different machine is something else.

It's possible to share image files and *Soundtracker* MOD tunes between the PC and Amiga, as these are only data files, but programs are completely different. A PC program expects to run on a PC operating system (such as *MSDOS*) and requires an Intel (or compatible) processor to be present - as well as a graphics, sound and I/O card with memory at certain fixed locations.

Some programs (such as *PC Task*) will attempt to emulate a PC on an Amiga, by running a program which appears to mimic the Intel processor and other dedicated PC hardware. However, as the Amiga processor is effectively running a program running a program, it's not a very fast process. Don't expect Windows to work very well if at all.

Hardware solutions such as *BudgeBoards* (which are fitted into the Zorro slots in an A2000, A3000 or A4000) are now very hard to come by, although they worked extremely well as they included a real Intel processor on-board. These boards even allowed dedicated PC expansion cards to be fitted inside the Amiga.



# Data Compression

"You can't fit a quart into a pint pot," they used to say. Data compression has changed all that, but how does it actually work?

## Data Compression

**I**t might sound impossible, but as anyone who has ever struggled with an archive from a Bulletin Board knows, it is possible to compress a file so that it takes up less space than the original. The Amiga makes use of several data compression systems, and sometimes you'll find them happening automatically. Let's take a look at some of the most common systems. Next month we can look in a little more detail at how they actually work.

## File name extensions

**.DMS:** Entire disk crunched with DMS.

**.LHA:** One or more files compressed with Lha or Lha. Use either Lha or Lha to decompress them.

**.ZIP:** One or more files compressed with ZIP. Use UNZIP to decompress.

**.ARC:** One or more files compressed with ARC. Use UNARC to decompress.

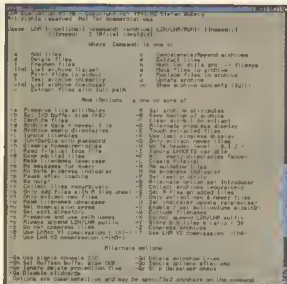
**.JPEG:** Image crunched with JPEG compression. Use *Viewtek* or *Multimedia* or various graphics software with the JPEG datatype.

**.GIF:** Special 256 colour image which features built-in compression.

**.IFF:** Amiga IFF - used for graphics and sound samples. Use with any Amiga program.

**.ANIM:** Amiga animation file. Display with *Deluxe Paint*, *Viewtek* etc.

# MasterClass



▲ IFF may look complicated, but this archive has its intricacies easily adjusted, but you only need to know that the IFF file decompresses data, and the IFF archive file decompresses it.

Amiga IFF images use compression automatically when they are saved and loaded to disk. The technique used is called "Run Length Encoding" and it's pretty simple to understand. Think of an image which contains a totally white horizontal line from left to right. The saving program has a choice: it can either save the data for each of the pixels in the line individually, or it can count the number of pixels and include a special code in the file which states, "there are 'X' white pixels coming next". With suitable codes, it's possible to compress a pure white image from 10K to just over 580 bytes.

Run Length Encoding works very well for plain images, but not very well for complicated pictures such as digitised frames from video, which generally have many slightly different coloured pixels next to one another.

Delta Compression is especially popular with Amiga animations. An Amiga file works by saving the first frame, and then specifies the following frames by their differences

to the frame before it. Some parts of the following frame will be the same as the previous one, so it takes less memory to describe the whole new screen. This is called a "delta shift" and it means animations take up a lot less space than if they were stored as individual frames. It also means there is less data to read from disk or RAM and the resulting speed increase can make it possible to play an animation direct from a hard disk.

There are three common Amiga Anim formats. Anim5 which is the most common (used by *Deluxe Paint*), Anim6 which is used by *AdPro* but not much else, and Anim7 which is supported by *Personal Paint 6.1* and *Viewtek*.

Anim7 is the most flexible format as it runs extremely quickly on Amigas fitted with 88000 or better processors and contains extra

information used to define a separate palette and timing delay for each individual frame.

There are other formats as well, such as SSA which is used by *Claris* and is best suited to video work.

JPEG compression is very useful, but not perfect. It examines the image in detail and uses some tricky mathematical processes and filters to decide what information you "probably" wouldn't miss. If for example, two neighbouring pixels are almost the same colour, it changes them so that they actually are the same colour, hoping that you won't notice. This makes it easier for the image to be stored in a similar fashion to the IFF format, for example "10 red pixels followed by two blue ones".

When you go to save your JPEG, you are asked to set a quality level. This decides how much the JPEG compression will alter the image. More alteration leads to smaller file sizes.

Complicated images are much, much smaller when compressed with JPEG, although when displayed again it is possible to see some slight degradations. An image such as a snapshot of the *Workbench* would actually increase in size, so in these cases it's better to stick to IFF and the in-built Run Length Encoding.

It is now possible to buy chips which encode and decode JPEG



▲ The left half of the image was saved with JPEG quality set to maximum, the right half with quality set to normal. The left-hand side file takes up 2,000 bytes, the right side takes over 50,000 bytes. JPEG is a convenient way to find a balance between file size and quality.



Images in real time. For example, both the VLAB Motion and PAR cards contain chips which take an incoming video signal, digitise it and then use JPEG to compress it and store it on disk, all within one 25th of a second.

To replay the images, the JPEG decoder loads each frame and converts it into video – again, at a rate of 25 frames a second.

You might have heard of the MPEG system, especially when it comes to putting films on CD-ROM. The MPEG systems look at the frames which are coming and those which have been. However, because of the way it works it is difficult to use in a live situation and crunches them into a very small amount of data. As a result it's possible to read them from relatively small CD-ROM disks and display them in real time.

The JPEG decompression chips are actually extremely cheap, but compression hardware is expensive and it is difficult to do well.

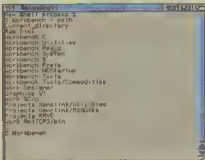
Ordinary file compression is big business – and it saves us all a lot of time and money. Modern users compress files before sending them to make sure their system stays on-line for as short a time as possible, and Bulletin Boards compress files so they take up as little expensive hard disk space as possible.

Probably the most common Amiga archiving program is 'Lha' but there are plenty of variations. Other systems such as ZIP and ARC are more common on PCs, although the RAR system is also becoming very, very popular.

When you see a file ending in 'DMS' you know you'll need a blank floppy disk. DMS compresses entire disks to form a single file, which makes distributing programs via cassettes a lot easier. Unfortunately DMS is not the most flexible of schemes, and many times using Lha and an intelligent decompression script would be a better choice. Next month, I'll look at each of these methods in more detail. ■

## THE PATH COMMAND

I've been using AmigaDOS for years, but I'm ashamed to say that it's only fairly recently that I've found a use for the path command. Allow me to share this secret with you ...



AmigaDOS needs to know where to look for files, and PATH will set out only half red. It will allow you to add new locations as well.

Whenever you enter a command at the Shell, the Amiga looks at several places to see if it can find it and execute it. You can obtain a list of these places and the order in which they are searched, by entering 'path' by itself in the Shell window. This will save you a lot of time and effort and is quite simple to do.

For example, a lot of the paths shown in the picture above are set up by default when the Amiga boots – you can see for yourself how the Workbench disk is searched a lot (which is why on a single floppy no hard disk system you get a lot of 'Insert volume Workbench' messages).

One of the things Path will help you with is a bit of organisation. If you use a program such as LHA or UNZIP a lot, you might be tempted to throw it into the C: directory with the other AmigaDOS commands and forget about it. However, this can clutter up the directory very quickly, slow down operations and make things hard to find.

A better approach would be to create a new drawer called, for example, MyUtilities and then add a path to search to it.

Creating a drawer is easy, although the chances are you won't need a drawer icon for it and the utility programs such as Lha don't have any icons themselves.

For this reason, you might find it more convenient to use the 'Makedir' AmigaDOS command, which creates a drawer with no icon. Use makedir like this:

```
makedir workbench:MyUtils
```

Now you can copy all your utility programs into the directory if you like to 'drag and drop' them as icons, use the 'Show All' Workbench menu to make them visible.

Normally, without the presence of the Path command, to use the utilities you would enter something like

```
workbench:MyUtils/Lha
```

This can get a bit tedious. For example, my favourite picture viewing program is Viewstat, which I keep in draw on my hard drive. Before Path came along, I'd often find myself opening a Command Line from the Workbench (the old right-Amiga-E hotkey) and entering a path ending in 'At picture.tif'.

Now I have used Path to add this drawer onto the search chain, and all I need do is enter 'At picture.tif', I've calculated this has saved me about one minute 30 seconds a week (as much as that?) Ed.

From the Shell, enter

```
path workbench:MyUtils
```

If you enter 'path' again by itself, you'll see your new directory has been added to the list. This means you can enter 'lha' without a full pathlist and the command will run as normal.

The path settings will be lost when you reset the Amiga, so if you create any essential ones make sure to edit the s: user-startup file and add the path statements to the list of instructions which get executed every time the Amiga is booted.

If you create some paths to disks which aren't actually present when you subsequently enter a single 'Path' to check on what you have defined, a requestor will appear on screen. You can disable it with the use of the keyword QUIET, like this:

```
path quiet
```

You can also remove Paths which you may no longer require, with the REMOVE keyword:

```
path workbench:MyUtils remove
```

## Correction: REMRAD

Did I really say last month that the removable Ram disk (RAD:) could only be obliterated from the system by switching the Amiga on and off (in other words not a warm reset)? How careless: I should have mentioned the REMRAD command which returns as much memory as possible to the system.

John Kennedy

# Soundlab

## The Talking Amiga

**Wouldn't it be nice if your Amiga could talk to you? Well it can! Ali is revealed in this month's Sound Lab.**

**T**alk to your Amiga, and it'll talk back to you: it's true! Your Amiga might not have ears, but it's got the next best thing: a parallel port. Add a sampler cartridge and a microphone, and your Amiga will be able to hear you. Once you've got this far, you can add your own vocals to your music, and even get your Workbench to talk to you.

One of the easiest ways to get your computer speaking to you, is to include a greeting in your Workbench or hard drive boot sequence: so every time you boot up your Amiga, it says "Hi, Tony," or something like that.

This is easy to do. First of all you need a sampler cartridge, a microphone and some sampling software. It's likely that your sampler cartridge will accept a "line" level signal, but microphones transmit "mic" level signals. Line signals are more powerful than mic signals. Many home hi-fi systems can change a mic signal into a line signal with the use of a karaoke-style microphone input. If your hi-fi has a microphone input, plug your microphone into it, and connect the headphone socket

to your sampler. The sound from the microphone should then be fed into the sampler. If nothing seems to happen, mess around with the controls on your hi-fi, and try setting the tape section to record, with no tape in the deck.

Sample your choice of phrases, and then save them as IFF files to the SYS folder of your hard drive or Workbench boot disk. Now you need to get hold of a public domain utility such as *Playsound*, available on many music utility compilations (phone your nearest PD library for details). Copy *Playsound* into the C directory of your boot disk. Next you need to add a line to your startup sequence. Open a CLI or SHELL window, enter the following line and press Return:

```
ed s/startup-sequence
```

Move down to the line that reads "Loadwb", and insert a blank line just above it. Assuming that you named one of your samples hello, you could add the following to the blank line:

```
playsound hello
```

command, then it's likely that you've either misspelled the word *playsound* in the startup sequence, or the *Playsound* file is not in the C directory of the boot disk. If the startup sequence stops, enter the following to get Workbench booted up properly:

```
loadwb  
endcli
```

You may find the speech plays back at the wrong speed. If so, re-load the sample into your sampler software: check that the sample rate is correct, that you are saving as an IFF file, and then re-save the sound.

### Built-in speech

All Amigas up until the release of Workbench 3 have a built-in speech synthesiser. Why it was discontinued is beyond me. This is a brilliant toy that can be accessed from a CLI or SHELL window. This uses snippets of spoken sounds to make up words. This means you can type in any word, and the Amiga will speak it. It can understand certain combinations of letters, which it interprets according to its American-English programming. For example, if you were to type in 'apple', it would say 'appel', rather than 'apple'. However, its understanding of English word construction is very basic, so in most cases you'll need to enter words phonetically, using incorrect spellings to get the pronunciation right. Also try experimenting by entering things like "oooooooooooooooooooo" for some amusing results! You'll find the speech synthesiser on the Workbench disks. Workbench 3 owners can use *Say Demo* as reviewed on page 85.

### Alarm bells

You can also get your Amiga talking with the Sound Preferences of Workbench 2 and above. Load Workbench, and click on the Preferences drawer, followed by the Sound icon. Click the Make Sound box so that it

### Easy vocal effects

Even the most basic sample editors can be used to transform your voice. For example, the technique used for Robocop's metallic voice is a very simple flange effect. It's just two copies of the same sound, with one delayed very slightly. Even if your software doesn't have a built-in flange option, you can re-create this by copying the sample, and then mixing it back onto itself.

When you select the mix option, make sure that your cursor is positioned a short way along from the start of the sample wave. This will then add a copy of the sample to the original, with the second copy slightly off-set against the first. Try adding further off-set copies to emphasise the effect.

Pitch-shifting is the easiest way to disguise your voice (just play the sample slower or faster). If you're lucky enough to own an analogue synthesiser with an audio input, you can do all sorts of weird things to your voice. Channell your voice through the monostereo filter for funky results.

Finally, don't forget *The Real Time Effects Generator*, (CU Amiga's October 84 cover disk) is stacked with voice-changing features.

contains a tick symbol, and the Sound Type button so that it reads 'Sampled Sound'. Now click the Select Sample button, and use the file requester to select your chosen sample from the hard drive or your Workbench disk.

Click on Test Sound to try it out. If it plays at the wrong pitch or speed, adjust the Sound Pitch slider, and test it again. Click on Use or else Save if you want your changes to be stored for future use.

Now you'll hear your selected sample when you attempt to do something 'illegal' from the Workbench (such as selecting Quif when you have another Workbench-dependent program already running). This can be more useful than it appears. For example, if you set your Amiga going on a task, and wander off to make a cuppa or sit back and read a magazine, you'll get an audible alarm if the computer runs into an error. ■



▲ With the help of your Workbench Sound Preferences, you can program your Amiga to warn you of any errors with your choice of sound sample.

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Go on, drop us a line,  
you know you want to.  
Send it to Backchat CU  
Amiga Magazine, 30-32  
Farringdon Lane,  
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## Where's the software?



I've just read a multi-platform magazine and am feeling pretty much disillusioned. *Virtus Fighter* on the Saturn is as good as the arcade version, *Doom* and *Alien*

*Vs Predator* on the Jaguar are totally awesome, *Super Street Fighter* and *The Need For Speed* on the 3DO are graphically the most impressive games I have ever seen.

After all this, all I saw for the CD32 was a tired old Amiga conversion that could easily be done on a rotting Megadrive. The CD32 might be a great machine but the software support is really not to be taken seriously. With the exception of *Microcosm* and *Magazine*, the CD32 is not out there with the likes of machines such as the Jaguar and Playstation. I see no reason why we can't have any half decent games sprawling with rendered 3D graphics. The CD32 has a fast processor and as the name suggests is 32-bit, but what really separates it from a A1200 is the powerful AKIKO chip which converts IBM 'chunky' graphics to something the Amiga can use and it does it fast.

If any publishers and developers are listening, we want games that tell us what *Doom* or *Daytons* are all about, not another souped up floppy conversion with a rendered intro and digital sound.

Shered Bachant, Dubai.

We'd love to be able to say that the CD32 can beat the likes of the Jaguar and Playstation, but when it comes to 3D games like *Ridge Racer* and *Virtus Fighters 2*, the fact is that the CD32 doesn't have the power to cope. The processor of the CD32 may be 32-bit, but the Playstation has its own custom chips specifically designed for real time (ie. extremely fast) 3D texture mapping and bitmap scaling. It's custom designed chips like these that make these amazing games possible. None of us have personally tried to program the CD32's AKIKO "rhuuko to planar" chip, so we can't be absolutely sure, but all the programmers we have spoken to tell us it's still not fast enough to make much difference. Still, the CD32 is still capable of running some excellent games and programmers are not currently playing to its strengths.

## What chance the Amiga?

Having just invested in a CD32 despite no news on the Commodore situation, I wish to reply/add to the September Letter of the Month. First a short quote from the Team 17 Tower Assault manual: "Copying games is wrong, not that that bothers most people. More importantly copying games means that software houses are finding it increasingly difficult to support the Amiga."

This is a bit worrying. Could I suggest that whoever takes over Commodore considers copying the software firms to bring out new games in CD-only form. Push the A1200 with a CD ROM drive for around £400 and you're still onto a winner. Keep 'serious' software on floppy and have the option of a hard disk. Software companies are leaving the Amiga market and if anymore desert we're in trouble. No more talk about booting software firms - we need the likes of Team 17 and MicroProse.

If we want people to convert to the Amiga just show them *Tower Assault* on the CD32 (juicy intro etc). However, what chance does the Amiga have if piracy continues - within a few weeks of *Cannon Fodder 2* and *Sensible World of Soccer* being released my son's friend had pirated copies of both from a set up in Italy.

Paul Scott, Antrim, Ireland.

## Top tips

In your excellent January 95 issue, you informed a Mr Tim Tym (Times Please) article that without buying a new RAM upgrade he could not install a battery backed clock. However, Siren Software on freephone 0800 340548 produce a battery backed clock module for £19.99. This will not invalidate your warranty either as installing simply entails plugging into a socket at the back of the Amiga.

Also, November's 101 tips had many useful tricks but here's one you left out. Removing old disk labels, especially when they are several labels thick, is a legendary problem for all. Simply nipping the label off doesn't work very well. So, to peel a label cleanly off a disk simply leave the disk on a hot water bottle for a couple of minutes. This shouldn't be too hot or your disk might just melt. Anyway the glue melts and allows easy and complete removal of those pesky labels.

Finally, although CU Amiga Magazine is the best consistent quality Amiga mag, the new look CU is pure brilliance. A couple of other magazines rely on a hyped reputation, game reviews taken off the back of a box or pages that resem-

ble an A500's PCB! I've purchased this magazine since the heady days of when an Amiga section was a treat in Commodore User mag. Congratulations on certainly the highest maintained quality text, content, reviews, cover disks and all round general bloody greatness.

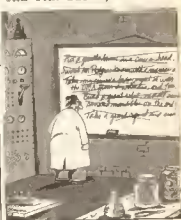
Robert Ellis, Gwynedd.

## Hold the revolution

It was with great distress that I received a letter from MicroProse today. In a very nice and polite way I was informed that the Amiga is about to miss on what will probably be the strategy game of 1995, *Colonization*. Would you believe that they are actually planning to skip an Amiga version of this wonderful game? Or as the letter stated there are "currently no plans to release *Colonization* on the Amiga format".

Let's make sure they change their plans. All Amiga owners should send Microprose a letter and ask for an Amiga version of *Colonization*. The more the better. Now everyone ought to see what piracy is doing to our wonderful computer. Hardly any really heavy duty programs are released on the Amiga format anymore. If you don't want to end up playing Super Mario clones for the rest of your miserable lives then go out

## THE FAR SIDE By GARY LARSON



The curse of meé scientist's block



and buy the software. If you don't support the people who produce the kind of program you like, they'll simply stop making them.

Jan-Ivar Hansen-Bergli, Norway.

**Good news:** CU Amiga Magazine can exclusively reveal that *Murcia* rose as in the process of developing Colonization on the Amiga. So keep 'em peeled. We'll bring you more info when we have it.

## PC pooch, pooch

The other day one of my PC owning mates came round to my house. I switched on my Amiga A1200 with 240Mb and promptly loaded the most feebly and impressive game in my collection - *Super Stardust*. He just said, "you think that's good graphics? Hah that's nothing on *Doom 2*!" He left my house with a bloody nose.

After a sulking session I thought, maybe *Stardust* doesn't have the graphics of *Doom 2* but what kind of specs do you need to run it? The minimum is probably something like this: 66MHz 486 PC and a double speed CD-ROM drive. *Stardust* has gorgeous graphics, tried and tested playability of Asteroids and some stunning 3D tunnel sequences and this will work on a £300 unexpanded 1200 with one floppy drive. Even at 14MHz the game runs at a heck of a speed whereas they have *Doom 2*, a very nice game if you have £2,000 worth of PC at your disposal.

Colin Rushton, Lancashire.

## Positive feedback

We just found a copy of CU Amiga Magazine at our local book store and thoroughly enjoyed your review of *ImageFX 2.0*. Thanks for the positive comments! Your criticisms are well taken, with a single exception: You mentioned that you reduced our rating percentage due to the lack of a system wide UNDO ability. In truth, our UNDO function has always been universal within *ImageFX* since before *ImageFX 2.0* or even *ImageFX 1.5*. The UNDO system can even UNDO to our virtual memory - removing a restriction other software has of only UNDOing that which can fit within RAM memory. Would it be possible to have this correction noted in your magazine and know the full rating given then? Thanks again for your excellent review.

Kermit Woodall, Nova Design, Inc. Kermit@cup.portal.com.

**Thanks for letting us know.** The UNDO function didn't work with our original review copy, but we'll be re-running *ImageFX* in a forthcoming roundup of all major Amiga graphics packages.

## It's a kind of Magic

February's article on speeding up the Amiga was great. Have you tried Magic Menu? This gives you the same 3D effect on the drop down menus plus you can make them appear anywhere on the screen whenever the mouse pointer is. I use Magic Workbench and Toolsdemon and they all work together fine. My magic menu setup is standard, 3D centre boxes, use pull down menu in menu bar otherwise pop-up. Double borders off. Mark sub-menus on.

On page 119 of the mag, there were two

pictures of Workbench with icons at the bottom of the page (much like next step) with no names. Where are they from? Keep up the good work.

Martin Randall, mr394@aoton.ac.uk.

**Thanks for your comments regarding the Speeding Up Your Amiga feature.** The program seen in the screen shot on page 119 was *ToolManager* - which is available from most PD libraries.

## Bring back art gallery

I've just bought a copy of CU Amiga March 95 and although I have no complaints about the magazine I would like to know what has happened to Art Gallery. I always look forward to this feature and so far three of my pictures have been shown in your magazine. I would like to suggest that this best entry in Art Gallery each month be given as a prize as both an incentive and reward for readers' efforts. As there is no mention in your magazine as to the disappearance of the Art Gallery I would appreciate it if you could clarify the position of this feature. Thanks for your time and I sincerely hope that Art Gallery will return as soon as possible.

Mr M.R. Edwards, South Glamorgan.

**We're glad to hear that you enjoy art gallery so much.** Art gallery is back in its rightful place this month. Keep sending your work in.

## Pumping it up

I have a couple of comments on the March Pump it up feature. Firstly, just because a TV has a Scart socket doesn't be fooled into thinking it will work with your Amiga. Toshiba TVs appear to have a different Scart to the Amiga. My local dealer made up a special lead for the Toshiba which still didn't work with my Amiga. My dealer wanted to alter my set but I gave up on the idea. If you decide to buy a TV primarily for use with your Amiga make it clear that you will not part with any cash until you are sure that it will work with your Amiga.

Secondly, I thought that the reason a 'normal' set up using the TV RF aerial connector was not such a good as quality as Scart was because the Amiga had to convert the signal into RF for the TV to then demodulate before displaying it, therefore losing quality at each stage. If so will using the Scart on the video help? The VCR must still modulate the signal to RF and the TV demodulate in the same way!

Graham Hague, Bedfordshire.

**You are correct, there are a few TVs which although Scart compatible, won't work with Scart sources.** If you have written confirmation from the supplier that the TV is compatible with your Amiga you should have grounds for a full refund if it turns out not to be. You are partially correct about modulation. However, video circuitry will still be able to improve upon the RF quality. Try it, it works for us.

## WRITE TO US NOW!

Send your letters to: Backchat CU AMIGA, 30-32 Farringdon Lane, London EC1R 3AU.

CU AMIGA reserves the right to edit your letters and assumes that unless stated otherwise all correspondence is for publication.

# TEAM TALK

We're such a diverse bunch at CU Amiga, we couldn't agree on anyone 'top' topic to discuss in this month's teamtalk. So here's our personal chart to all things 'top'.

## ALAN DYKES



### Top Five ... Bachel Fillings

- 1 Sat beef and mustard
- 2 Chicken tikka
- 3 Hot chicken curry
- 4 Sausage, butter and mushrooms
- 5 A10 or Tandoi fish

## LISA COLLINS



### Top Five ... Places For Hiding Loot

- 1 Basins in under the bed
- 2 Under the loose keyboard
- 3 The toilet cistern
- 4 Inside my baby's pram
- 5 Under the antique cushion

## ANDY LEANING



### Top Five ... TV Theme Tunes

- 1 Star Trek
- 2 John Crown's Newsround
- 3 Breakage
- 4 Comedy
- 5 Walter Be

## TONY HORGAN



### Top Five ... Excuses For Lateness

- 1 Buses
- 2 Trains
- 3 "There's a problem"
- 4 Is it Monday already?
- 5 That'll get slower every day

## HELEN DANBY



### Top Five ... Port Noodle Flavours

- 1 Sweet and Sour
- 2 Beef and Tomato
- 3 Chicken and Mushroom
- 4 Sifted
- 5 Cheese and Tomato (now discontinued)

## JOHN KENNEDY



### Top Five ... Reasons For Marriage

- 1 One I never really
- 2 One couldn't love me
- 3 Want some better contacts
- 4 Not getting enough
- 5 I'm too lonely (sneaky)

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# Wishful Sinking

**The future of Amiga software has never looked rosier - especially through the newly tinted spectacles of games magazine. The One's editor Andy Nuttall. Everything is all right, he reckons. Everything is just fine.**

**W**hat's all this I hear about 'non-activity' within Commodore? As far as I can remember, there was never that much movement from that company even in its heyday. And the suggestion that its inability to produce more machines is in some way inhibiting the sales of games is hogwash.

Let me explain. If you buy a new Amiga, you're labelled an 'active user', which means in marketing speak that you might go out and buy a new game now and then. Active users remain so for no fixed period of time, maybe minutes, perhaps years, but the general opinion is that the core of active users is constantly reducing in size. Stop making machines and the core market eventually dwindles.

But don't underestimate the size of this core where the Amiga is concerned. There are 2.5 million Amigas in this country, and if even even a small percentage of this number are still buying games, that's a hell of a lot. Sales of Amiga 500 games, almost three years after the machines were last manufactured, proves this. So why worry?

## Paper Tigers

I'll tell you, poor-quality games they've always been a pet hate of mine as a reviewer and player, but until now they've never really bothered me. However, as releases dwindle slightly, which they inevitably do at this time of year, away gamers tend to be a little more choosy about what they buy. Those who read the magazine reviews before they go out and spend money, will steer clear of the real stinkers. It's not so much a dying market, it's a

wised-up group of gamers that isn't willing to put up with so much plop any more.

But it's the publishers of bad games who are often the first to leap overboard at the first sign of trouble, their already low sales figures in serious danger of disappearing completely.

Core Design, after gaining an early reputation as one of the best Amiga game publishers, has recently released two, in my opinion, shoddy games: *Skeleton Crew* and *Dragonstone*. While its next game, *Big Red Adventure*, is likely to be its last. Other companies, like ICE (whose latest Amiga game *Akra* is pretty awful, despite the big name licence) are also pulling out of the market along with the odd big player. Why is everyone running away? Why not just produce good games and see good results?

The current bandwagon is being steered by Electronic Arts and Psygnosis, two big-name, big game publishers. EA, after a second sopor in the Amiga market, has once again decided to stop producing Amiga titles, despite recently purchasing Bullfrog Productions (which has at least one Amiga game still in development). However, because of its US ancestry, and the lack of Amiga presence across the Atlantic, it really comes as no surprise that its Amiga games development has been somewhat shaky.

## Shallow grave

Psygnosis, though, is a different story. It recently claimed that *Flink* on the CD32 was its Amiga swan song, which if true would close the lid on a plentiful and reasonably consistent source of Amiga games. Even in this

best case, though, a spokesperson recently told me that other titles potential would be evaluated for conversion onto the Amiga, and the future will almost certainly hold further *Lemmings* releases.

Attitudes like this, coupled with the recent non-activity of Commodore, have created enough black days in the lives of Amiga gamers to not only send the machine to an early grave but also dig a large adjacent hole accommodating everybody associated with it. Remember what happened to the ST?

But let's get things into perspective. So the big boys are feeling a little edgy producing games for this once-trendy, quirky little machine, from which they have undoubtedly made a fortune over the last ten years. Aaaaahhh! Poor things! It would be nice to think however that these two Psygnosis especially, would plough in some of the money they earned off the back of the Amiga's early success to help it through this difficult period. But it probably won't happen, especially since Psygnosis was recently bought out by electronics giant Sony.

But somehow this doesn't worry me. Even if Commodore's current situation is never solved, there is still a very large core of active games buyers who are interested in good, new software, and enough good softies who are willing to provide it. Off the top of my head *Ocean*, *Renegade*, *Team 17*, *Grimm*, *Interplay*, *US Gold*, *Black Legend*, *Acid Software*, *Bullfrog*, *Adventuresoft*, *Sensible Software* and *Binary Asylum* are all planning releases in the near future, while *DEM Software* and *Bomb* are two newcomers hoping to make it big on the format. ■

The opinions expressed in this column are not necessarily those held by *Amiga Magazine*. If you hold an opinion on the Internet or any other Amiga related topic then email us at C.AMIGA@compuserve.com or at the Amiga Centre, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200.

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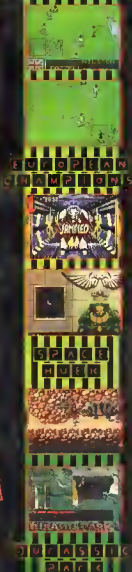
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